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Official  Magazine

Issue 11: February 2001

Dreamcast™

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> *Hands-on Report*

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Resident Evil 2, Head Hunter

Alien Front Online, **Bang!**

Floigan Brothers, Ready 2

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PHANTASY STAR ONLINE



JAPAN'S FORBIDDEN GAMES

FROM GEEK TO CHIC



30

FEATURES

MANY PAGES WITH MANY WORDS—SWEAT TILL YOU BLEED, SUCKAS.

>FORBIDDEN GAMES 22

ODCM took a peek behind Japan's Hello Kitty curtain of cute—and what we saw made us blush. Enjoy this glimpse of the Japanese games you'll never get to play

>FROM GEEK TO CHIC 30

Gaming's transition from geek fetish to mainstream billion-dollar industry has taken less than ten years: and it all began with a little blue hedgehog

>PHANTASY STAR ONLINE 34

Online and on target? **ODCM** hits exclusive, hands-on paydirt: and you get the verdict

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NEWS, PREVIEWS AND GOSSIP

COMING SOON

IF THE FUTURE WAS NOW, WE COULD STOP HYPING AND START COMPLAINING

FLOIGAN BROTHERS 44

Wackiness in spades: Visual Concepts' latest jewel is laden with more slap than you can shake a stick at. **ODCM** spends some quality time with the Floi polloi

18-WHEELER 46

When *Big Trucks Attack!* Get the skinny on Sega's latest Naomi arcade port. Large Marge, Kevin Bacon, trucker slang and other assorted goodies

SONIC ADVENTURE 2 48

The rambunctious rodent returns for another spin around the block. And if what we've played so far is any indication, this is going to be one of 2001's best games.

PROJECT JUSTICE 50

No, it isn't Gee Dub Bush's new capital punishment program. It's the sequel to *Rival Schools*, one of the most beloved fighting games in recent memory. With school-girls...



"I never lose."

FIGHTING VIPERS 2 52

Just when you thought it was dead, the AM2 classic returns to your Dreamcast. Not since Willis Reed returned for Game 7 of the 1970 NBA finals has there been a comeback like this

HEAD HUNTER 54

After many months of secrecy surrounding its newest *Mission Impossible*-style game, Sega lets the cat out of the bag. Or, actually, they only let us peek our heads inside the bag for a few seconds to check out the cat. Here's what we saw before the dang thing scratched us

ALIEN FRONT ONLINE 56

ODCM takes another look at what is easily one of our most eagerly-anticipated titles. It's got all sorts of things we like: Big tanks to drive, big cities to destroy, big buildings to crumble, big technologies to employ (online multiplayer, real-time voice, etc.) = big hit in the making

TYPING OF THE DEAD 58

Mavis Beacon meets *House of the Dead* in one of the most excitingly inauspicious gameplay premises in the history of videogames. Amazingly, it's already great—but kids, can you type "c-a-r-p-a-l-t-u-n-n-e-l-s-y-n-d-r-o-m-e?"

DEPARTMENTS

>DC-ROM 8

If it doesn't work, don't give up and start using our shiny, pretty demo disc as a coaster...wipe it off! We know you hate cleaning, but does it make it more fun if we tell you that you can spit on it first?

>D-MAIL 10

You ask, we answer. The only problem with getting so much wonderful mail from so many wonderful people is that it reminds us of how many wonderful jobs there are, in this wonderful world, which contain long stretches of free time that can be filled up by writing emails, stretching, napping, eating and peeing. But don't worry—we're too busy creating **ODCM** to go out and find 'em!

>TZ-ARCHIVE 80

Every game we've ever played. Rated!

>ENDZONE 94

ODCM's exclusive *TalkBack* interview series opens with our candid tete-a-tete with the creators of *Soul Reaver 2*. Just how great will this game be? Find out!

Mr. Charla's neighborhood



WELL, THE HOLIDAYS ARE

behind us (well, as I write this they haven't actually started, but by the time you read it they should be just wrapping up).

Anyway, I could go on about the huge number of killer hits that shipped for Dreamcast this season, but that would be gloating. But what the hell, let's gloat: *Shenmue*, *Jet Grind Radio*, *Test Drive Le Mans*, *StarLancer*, *Grandia II*, *Skies of Arcadia*, *Tony Hawk 2*, *NFL 2K1*, *NBA 2K1*, *Quake 3 Arena*, *Samba de Amigo*. And those are just the games that got 9s or 10s. Plus, of course, we got the world's first online console gaming ISP.

So. What do we have to look forward to in 2001? First, all the awesome games that slipped: *Unreal Tournament*, *Half-Life*, *Half-Life Multiplayer* and *Metropolis Street Racer*. Then, in January, we're going to get the earth-shattering *Phantasy Star Online* (see our Cover Story on page 36). (Note: If you never see another issue, it's because we got too addicted to PSO.)

Beyond that, Sega—at its recent Executive Games Summit—announced (in addition to giving us the dirt on the future of the Dreamcast platform; see page 12) that it had between 30 and 45 titles planned for 2001. Holy crap! Forty-five SEGA games? Clearly this company is out to get every single dollar in our pockets, and every single second of our spare time.

And I for one, couldn't be happier! When the world's greatest game company tells you that it could potentially be coming out with three new games every month, well, it's pretty clear that the future for Dreamcast in 2001 is going to be pretty damn rosy.

One last thing: After a successful test run, next year, ODCM plans to take RPG Day national. It's the Friday after Thanksgiving. No work. The malls are packed. The movie theaters are packed. Your house is full of food. Solution: get up early, make yourself a sandwich, pop in that RPG you've been meaning to beat and get to it. In 2001, this Day falls on Friday, November 23. Plan on it.

Later,
Chris



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NBA 2K1



READY 2 RUMBLE: ROUND 2

66



SURF ROCKET RACERS

74

>TESTZONE

HYPE? HIP? WE PLAY THEM ALL SO YOU DON'T HAVE TO. REVIEWED:

NBA 2K1 62

Everything you love about your favorite sport and the NBA is present and accounted for (except for Jack Nicholson sitting courtside at all the Laker games)

READY 2 RUMBLE: ROUND 2 66

As the inimitable Evan Shamoon says, "No kicking!" This might be boxing for the masses, but it's still boxing...and it's still darned fun

HOYLE CASINO 68

You don't have to be 21 to play it. You can play it all night. There's even some cleavage to be ogled in this gameroom, thanks to Hoyle's NPCs. Of course, such pleasures always come at a price...

MS. PAC MAN 72

If it's your first time playing *Ms. Pac Man*, welcome to the magic. If it's your second (or second millionth) time around, you'll know that the magic never fades...and neither do the ghosts, unless you eat 'em

SPEC OPS II: OMEGA SQUAD 73

PC + ROTC = DC QT? ODCM RSVPs. Ever wonder why we often groan automatically whenever we hear (or say) the word "port"? This game gives a pretty good demonstration of some big reasons

SURF ROCKET RACERS 74

Surfing! Rocketing! Racing! No, these aren't the ingredients of the best damned tuna casserole you've ever had (although they could be). They make a good game: almost

SUPER RUNABOUT: SAN FRANCISCO EDITION 76

Rice-a-Roni is henceforth replaced as the San Francisco Treat. Mmmmm! Yummy

RESIDENT EVIL 2 77

Bigger, better, faster zombies! And you didn't think it could get better...oh, pshaw

BANG! 78

A game that brings along its own exclamation point, like a little suitcase full of joy. Or not. It's definitely full of something...

KISS PSYCHO CIRCUS: THE NIGHTMARE CHILD 79

Two words: Not. Online. Two more words: Big. Shoes. This game offers the closest onscreen representation of Dina's shoes that ODCM has ever seen. We're not kidding. And neither is Dina



RESIDENT EVIL 2 77

>HOWTO 82

MORE CODES THAN YOU CAN SHAKE A GAMESHARK AT!

MAKE YOUR OWN 16-PAGE CODEBOOK!

You've heard us call our How-To section "Absolutely Code-tactular" before—and we weren't lying. Well, this time when we say that it's Absolutely Code-tactular, we're lying even less! We've listened to the subsonic screams of your code-jonesing, and pretty much ignored it for a long time. Not because we didn't care; we just didn't have the space to print more codes. Well, get ready to be really, really happy (and to stop screaming, too...ever wonder why you didn't have a girlfriend?)—we're going to give you ALL the codes and ALL the directions you'll need to cut, fold and staple your own 16-PAGE CODEBOOK! Total satisfaction guaranteed: you'll never feel the need to buy another Lotto ticket.

And how many games are included in the index of this *wunderbooklet*? Well, we want it to be a surprise. But we'll give you a hint: there aren't less than 75...

[illegible]

LEGACY OF RAIN

SOUL REAPER 2



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to face their destiny. ∞



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"The level of detail paid to every single moment, circumstance and environment is overwhelming."

Official Dreamcast Magazine

"...undeniably the prettiest role-playing game ever to grace a console."

www.dailyradar.com

"...this will indeed be the first epic RPG on Dreamcast."

www.ign.com

"Grandia II is easily the most impressive next-generation RPG we've seen, and the first true RPG epic for a next-generation console."

www.thegia.com

"Take a new look at what is surely the best-looking RPG yet on a next-generation console..."

Gamer's Republic Online

"...set to give sub-par developers a lesson in how to do a DC RPG right."

GameFan Magazine

"Any RPG fan would be insane to miss out on this fantastic gameplay experience and it could go far in converting those who previously rode the RPG fence."

GamerWeb.com

"If you want your copy of Grandia 2 this holiday season, don't expect Santa's little elves to make you a special copy, pre-order it now or you may not get it until late January."

www.GA-Console.com

*Critically acclaimed and over 2 years
in the making, Grandia™ II
arrives December 2000.*

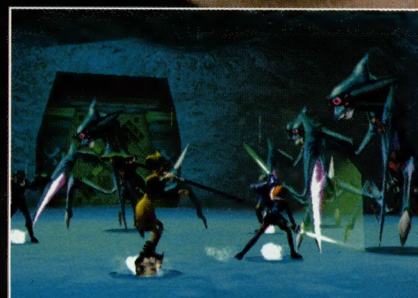
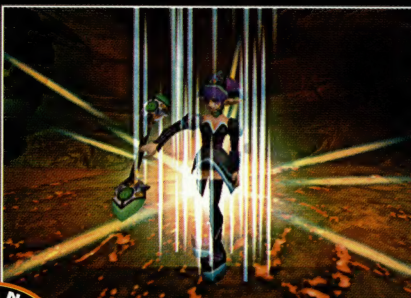


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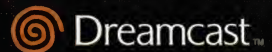
ファンタジースターオンライン





With the Phantasy Star Online instant translator, you can choose from hundreds of words and phrases to communicate with online gamers around the world. You enter, "Help me! I don't want to die!" Your teammate in Japan sees: "助けてくれえ。死にたかねえよ。" It's just one of the advanced features on the next generation of the legendary Phantasy Star series. Phantasy Star Online will immerse you in the most complete role-playing experience possible—not to mention what it'll do for your vocabulary.

sega.com/phantasysonline





THE SEVEN SAMURAI

That's what we call the six fancy-kickin' demos and one maverick vid on this disc. This is some of the best stuff that Japanese and American developers have to offer: riding the cutting edge of this century's wave of innovation.

So just when you thought that your loved ones were all out of presents, **ODCM** has ripped you a brand spiggidy spankin' new one. Hot off the presses, here comes the stuff that makes your Dreamcast sing—exclusive sneak peeks at levels from **Metropolis Street Racer** (balls-out racing in hyper-realistic environments: if we had to name the game that we get most questions about from fellow game journos, this would be it. It could be the title that finally makes Dan stop saying “Best. Game. Ever.” about **F355 Challenge**), **Outtrigger** (first-person shooter from the Land of the Rising Sun), **18 Wheeler: American Pro Trucker** (big trucks, big wheels, big game), **Max Steel** (third-person adventuring to the max) and **4x4 Evolution** (more SUVs than a Nordstrom parking lot). Plus we've got a brand new web browser—**Version 2.6**, complete with mouse support. It even comes with Sega's new DreamCall application (see **DCDirect** page 16 for details, which allows you to make free long distance phone calls to anyone in the world. So now you can talk to all of your fellow Dreamcasters in Lisbon and Bora Bora.

As an added bonus for this issue, we've also got **Jurassic 5's** newest video for you to check out—this disc is so fresh we almost don't want to give it away. Just be sure to read our directions (at right) for cleaning the disc!



OUTTRIGGER

18 WHEELER: AMERICAN PRO TRUCKER PUBLISHER SEGA RELEASE JAN PLAYERS 1



Take Sega's new trucking sim for a spin and see what it's like to cruise the highway with double-digit wheels (18 to be precise). Also, see what it's like to crush the cars that get in your way, barrel over trees and race against a diabolical enemy named Lizard Tail. The demo takes you for a ride you won't soon forget.



Stick: Steer
D-Pad: Steer
A: Shift

B: Reverse
C: Horn
Y: Change View

X: Brake
L: Accelerate

METROPOLIS STREET RACER PUBLISHER SEGA RELEASE JANUARY PLAYERS 1-2



Distinctly European and distinctly awesome, MSR has been a long time coming. If you've been with us from the beginning, you'll know what we mean. Race either against the clock or against another car through the streets of swingin' London. The game was recently delayed until January, so try it early on your trusty **ODCM** demo disc.



Stick: Steer
D-Pad: Steer
A: N/A

B: Assist Select
C: N/A
Y: Assist On/Off

X: Brake
L: Forward

MAX STEEL PUBLISHER MATTEL RELEASE NOVEMBER PLAYERS 1



Venture through the jungle and hit p some unsuspecting evil folks in our exclusive demo of **Max Steel**. You're armed to the teeth with some sweet weapons, and there are even a couple of interesting puzzles to solve. Give it a spin and let us know what you think. We know what we think; that's why it's on the demo disc.



Stick: Move Character
D-Pad: Move Character
A: Jump

B: Punch
C: Shoot
Y: Tail Whip

X: Side Step
L: Close-Up View

BROWSER 2.6 DISC EXCLUSIVE



Greatest. Browser. Ever. The latest, greatest version of the Dreamcast browser features, for the first time, MOUSE SUPPORT! No longer must you use the analog stick, or worse, the D-pad to scroll around like some kind of second-class netizen. Add the keyboard, and you are a fully-outfitted Web surfer. Plus: use DreamCall and your Dreamcast to phone friends for free!

OUTTRIGGER PUBLISHER SEGA RELEASE AM2 PLAYERS N/A



Sega's attempt to out-gun the *Quake/Unreal/Half-Life* FPS landscape, *Outtrigger* is nothing if not hella fun. Blast your way through four crazyfastintense stages of action, killing swarms of bad guys and getting to try out a bunch of weapons in the process. Try it from the first-person POV for the optimal experience.



Stick: Look view
D-Pad: Move
A: Fire weapon

B: Zoom (first person)
C: Change weapon
Y: Jump

X: Strafe left
L: Strafe right

4X4 EVOLUTION PUBLISHER GUDGAMES RELEASE OUT NOW PLAYERS 1



If you thought *4-Wheel Thunder* was the cream of the big-wheel crop, well, give *4x4 Evolution* a shot. It's got lots of dirt, cool vistas and big vehicles, and should provide you with at least an afternoon's worth of entertainment. It's also one of the prettier drives you'll take on your Dreamcast: so if aesthetics are your bag, give it a shot.



Stick: Steer
D-Pad: Up: reset position
A: N/A

B: N/A
C: Brake
Y: Change view

X: Reverse
L: Accelerate

JURASSIC 5: QUALITY CONTROL PUBLISHER SEGA RELEASE OCTOBER PLAYERS 1



Just when you thought **ODCM** had given you everything you could possibly want, we drop the new J5 video on your unsuspecting heads. It's *Quality Control*, the title track from their latest LP. Bounce to it. And what does it have to do with Dreamcast? It sounds suspiciously like a song from one of our fave soundtracks...



Stick: N/A
D-Pad: N/A
A: N/A

B: N/A
C: N/A
Y: N/A

X: N/A
L: N/A

HAVING TROUBLE?

Having problems getting your disc to run? Didn't get one with your copy of this fine and upstanding publication? Send your name, mailing address, subscription number (if you are a subscriber), and the issue's date to: dischelp@imaginemediamedia.com and provide a brief description of what's wrong with the disc as well. **IMPORTANT!** This contact address is not for game news or information. If you have questions concerning game codes information or Dreamcast news, please refer your inquiries to Sega or the appropriate third party.

Help: dischelp@imaginemediamedia.com



HOW TO GET THE MOST OUT OF LIFE

(and your demo disc)



We pride ourselves on good customer service, which is why we want to take the time to show you how to fix up a reluctant demo disc—or any CD, GD, or DVD-ROM for that matter. Got a disc that won't give up the goods? Before you trash it, microwave it, shatter it, run it over with your car or send it to Al Gore—or call the company to ask for a replacement that you just know will take forever to get to you—check out our handy-dandy guide to making disc problems go away as fast as Evan's hairline.

Important disclaimer thingy: You can scratch your discs and ruin them if you do this wrong. Proceed at your own risk. Look at this as a last resort, not normal disc maintenance.



Step 1: Acquire some Windex, or another mild glass cleaner (you can even cut it 50% with water). Now, find a clean, soft, piece of cotton cloth, like an old T-shirt. Don't use polyester or terrycloth—and for godsakes, do not ever use a paper towel! Using anything but cotton could scratch the disc and make things worse. Spray a bit of cleaner onto the cotton.



Step 2: This is definitely the trickiest part of the cleaning process. Don't pat, don't daub, don't stroke, and don't scratch: use your cloth to rub in a straight line, from the center outward. Do not, not, not, rub in a circular motion around the disc—that will really mess things up. About ten to twelve rubs should cover the whole disc.



Step 3: The insertion. Let the disc dry (about ten minutes). Now that you've cleaned your disc, the last thing you want to do is get your grubby, greasy little fingers all over it: so please! Do what Evan does in this picture, and hold it gently by the edges. Slide it into place in your Dreamcast and close the cover. And there it is! You're good to go.

It's not just the Disc, you see...

Okay, folks, it's about time we gave you a nice, quick refresher course on the display options for your Dreamcast. There are four ways to get video out of your Dreamcast and onto your TV. Here's a rundown:

RF Adapter: This is for attaching your DC to old-school TVs: you know, those wood-esque paneled sets. You actually have to buy a special adapter to use an RF adapter; this is by far the worst option. Things are blurry. Stay away.

Composite Cables: The standard AV cables that come with the system, these deliver pretty good results.

S-Video Cables: A little pricier, but if your TV has S-Video inputs, you'll be amazed at just how crisp and clean the graphics look with this cable.

VGA Box: The ultimate. This \$40 box lets you play Dreamcast on a super-crisp VGA monitor display. It looks great, but all DC games aren't compatible with the VGA box, sadly.



Team ODCM

WHAT A MONTH! Between *Shenmue*, *Jet Grind Radio*, *Test Drive Le Mans* and the *Phantasy Star Online* preview build (and a few disco naps scored here and there), we frankly didn't get around to actually writing the magazine until this afternoon. Still, the end result was pretty good in our opinion, and we think you'll agree. It's the darkest time of the year, so we decided to ask everyone this month just which games give them the strength to carry on when things look their bleakest...



CHRIS CHARLA

Editor-in-Chief

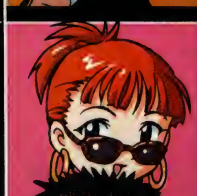
When the going gets tough, the tough get going. And once all of those tough people have left the room, Chris quietly slides in *Test Drive Le Mans* for a little Prototype Enduro action. He claims that he can now actually race the Brno track blindfolded, including pit stops. Next step: race the entire Suzuki GP track in reverse, and win.



DAN FITZPATRICK

Art Director

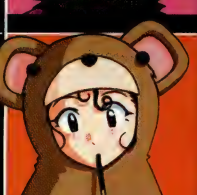
Dan prefers the action of *Quake 3* to get out his aggressions when he's feeling tense. A former hobbyist level designer, he's currently hoarding a PantherXL joystick under his desk, and enjoys helping Evan out when Evan plays online. Evan, sadly, isn't much better at *Quake* than he was at NFL 2K1, you see.



DINA FAYER

Managing Editor

No one's ever accused Dina of being commonplace, so it's no surprise that she heads right off the deep end when she's upset: choosing the impossibly cute and simple *Penpen Tricelon* to get her groove back. "There's just something about that one-button gameplay and the way it drives everyone else nuts!" she says.



FRANCESCA REYES

Senior Editor

For Fran, bad moods actually mean that she steps away from gaming toward the big baseball bat she keeps by her desk. "Hey Fran... everything's cool... just put down the bat..." No, we're just kidding; she actually goes back to all the RPGs she's beat and works to finally finish every single side quest and to level up as high as possible.



DAVE CORDON

Associate Art Director

Dave's new favorite game is *Chicken Run*. "I just love making the chickens get caught," he says gleefully. Dave, as you'll remember from past issues, is a man whose motto is "A chicken in my pot, every single night." He's also been known to strap on the maracas (literally, with electrical tape) for an intense *Samba* session.



EVAN SHAMOON

Associate Editor

Evan is all about *Tony Hawk's Pro Skater 2*. It's that track by Rage Against the Machine combined with the hip clothes, we think. He can play for hours, and now that he's mastered the gap-to-manual-to-gap skillz, he is practically unstoppable. It's fun to watch him beat Blake from *Next Gen*: that improves everyone's spirits!

ILLUSTRATIONS: NASKA C.

LETTER OF THE MONTH

InterNOT Gaming

First off, I want to congratulate all of you for the great effort on the magazine. It is safe to say that you guys produce the first magazine that is official but still delivers the goods without being biased. It is also safe to say that it kicks ass that DC is beating the odds and hanging around for the battle against PS2. And a tough battle it will be.

The reason I am writing is to see your opinion on how console gaming is evolving into a vast Internet dominance. I may not be the oldest gamer (I'm 15), but ladies and gentlemen, I have experienced everything there is to possibly experience in videogaming for my age, and things cannot get much better than they are now. I am quite an old-school gamer, and when I hear all this talk about console gaming's future going completely online it sickens me. I even read somewhere that the next-generation *Tomb Raider* is going to have you buying levels monthly on the Internet. Now, I don't know about you, but I believe the point of console gaming is to sit back, relax with a controller in your hand, and play a game to a point in the night where your eyes gloss over and your fingers don't get tired from typing on a keyboard. If I want online games I sit down at my \$2000 PC and really experience online gaming. Do not get me wrong, I have an open mind to any future online possibilities, but I think gaming should stay where it is.

Tim Sullivan

Via email

PS: Let us all bow our heads in a moment of silence for the arrival of *Shenmue*.

This is a hard call, Tim. There's no denying that online is where this industry is headed, but at the same time, it all depends on the quality of the games themselves. Whether a game is meant for offline or online play, if a game is solid and programmed expressly for what it is, it will stand as a classic experience. But if a game incorporates "throwaway" online capabilities just to cash in on the trend, then the potential is clearly wasted.

The ODCM staff is somewhat divided, in a sense, on the issue. Certain genres, like first person shooters, real-time strategy and sports games are much more developed in the online arena, and have been tried and tested in head-to-head play. On PCs, online RPGs like *Baldur's Gate* and *Everquest* are also fine examples of how multiplayer adventure games can be done well. Online RPGs will not replace the single-player games, but will instead become their own sub-genre within the larger spectrum of RPGs.

So don't worry that all games will be going online any time soon or even in the future. It will take some time to iron out the flaws, but multiplayer games shouldn't be underestimated—they provide an amazing experience that often cannot be matched without the element of human interaction. It's true. Facing off against a real human gamer adds that extra element of spontaneity and intelligence that are nowhere to be found when you're fighting a CPU-controlled 'bot. We're really excited to watch the dawn of a new movement that has so much potential.

Speed Freak

All right, dear friends at ODCM, here's the deal. I stare dumbstruck at your articles on *Phantasy Star Online* and mutter things unconsciously like "must have." But strangely enough, I am also fighting a phone company who refuses to give me better than a duplexed phone line (i.e., I can only connect at 26.4 Kbps with an 56K modem! Fun!).

So I want to get cable, and I cry because I can't have cable and won't be able to dial in to play *Phantasy Star Online*. But I am overjoyed to find a LAN adapter allowing me to use cable with my Dreamcast in your mag's Tech section [ODCM #9]. I must have it and I search everywhere I can for information on this godsend. I'm a gamer and a techie. I can make the Net actually tell me things instead of barfing out garbage about cooking better with potato oil or voting in the next presidential election but I get nothing. Nada. Zilch. Even DailyRadarc.com seems to think that the adapter is some kind of party event going on in Colorado! Don't tease me. Where is it?

Mike Dunning

Via email

Mike, Sega has announced that it will be releasing the broadband adapter, which is basically an ethernet card that replaces the built-in DC modem, to the US market in January. The \$50 part will allow you to use your Dreamcast with a DSL or other broadband connection. Interestingly, Sega's ISP, SegaNet, will not be offering DSL. If you want to play Sega games online using a DSL or cable connection, you'll have to sign up with a third-party ISP that offers it. But since SegaNet already promises awesome speed, most people won't need to bother.



Gain Ground-ed

A friend of mine was searching on the Internet and came across a rumor that one of the greatest games of all time, *Gain Ground*, is coming to Dreamcast. I couldn't believe it! So I went on the Net to do a little searching myself, but to no avail. Is it just a rumor? Or is *Gain Ground* really coming out on DC?

And someone should develop a game based on the pen-and-paper RPG *Car Wars*. It would rock. Imagine driving around in armored cars packed to the core with weapons!

They could even throw in side missions like deliveries or something, if they want.

Ryan Farrell

farrell18@snycorva.cortland.edu

Hey, Ryan, it's good to hear that classic games are still remembered by DC owners. Unfortunately, a sequel or remake of *Renovation's Gain Ground*, which debuted on the Genesis in 1991, is more rumor than anything else. We haven't heard anything on this title with regard to companies working on "secret projects." But if we hear anything about it, our readers will be the first to know.

As for a "car RPG," Ripcord's upcoming *Gorka Morka* is being touted as a type of vehicular combat/RPG with upgradeable cars which are fully interactive. We have yet to test the game out for ourselves, but you can bet we'll be checking it out in an upcoming issue.

Soliloquel

I keep hearing all these rumors about Sega and Nintendo forming a joint company. What does this mean and is it going to happen?

Are there any sequels coming for *Jet Grind Radio* or *Guts Rage: Sword of the Berserk*?

Are there any *Mega Man* or *Time Crisis* games coming?

Kevin Capa

Kevmcapa614@hotmail.com

While we're unsure what's actually going on behind closed doors, what's on record is that the original news story was a mis-translation of what the actual message was. In sum, the real deal was an announcement stating that a high-level executive had been hired on at Sega from a position in which he had worked with Nintendo. If you apply the "operator, operator" principle to this small story, then you get the end result of "Sega and Nintendo are working together!" But for the record, Sega representatives have cleared up the question and state that there are no plans for the company to pair up with Nintendo anytime in the near future. Although the company's plans to do hand-held gaming (see DCDirect page 13) do give some tantalizing hints...

It's long been rumored that *Jet Grind* will be receiving a sequel which will feature online and multiplayer modes, but again—Sega has said nothing about it. And as for *Sword of the Berserk*, neither ASCII nor Yukes has plans for a sequel.



For now, there are no plans for any *MegaMan* games from Capcom on DC. The same goes for a *Time Crisis* title from Namco on DC. Bummer, huh? But, who knows what announcements lay around the corner, so we'll keep you informed if anything changes.

Original Sims

Is there any chance of Sega bringing either *Emergency Call Ambulance* or *Jambo! Safari* to Dreamcast? Both these games rule in the arcade and it would totally reek of awesomeness if I could play them on my DC.

B'lo Average
DarkkLotusNINJA@aol.com

The news is grim so far on these two titles ever making it to DC. B'lo, Sega's spokespeople claim that it has to do with the technology difference between the arcade versions of *Emergency Call Ambulance* and *Jambo! Safari* and the DC. Apparently, neither of the arcade titles is actually on the DC-friendly NAOMI board, but something different such as the Model 3, dual NAOMI or the mysterious Hikaru board. But Sega is still evaluating the titles for port to see if it might be worth it, so we'll definitely be writing it up in these pages if there's hope on the horizon.



This game makes San Diego's Wild Animal Park look tame.

Kill Your Television

I have had a Dreamcast for about nine months now and I love it—except for one small thing. We own a 50-inch TV and when the system is loading everything seems fine. When the game is ready to play, about two inches of the picture is chopped off all the way down the left hand side of the screen. I assumed it had something to do with the projection TV, but when we hooked it up to the bedroom TV (32 inch) it did the same thing. Is this a system flaw? Every game I own for DC does this. Any help in explaining this phenomenon would be appreciated.

Jeffrey
j.jones2@att.net

We're unsure if the problem you're having is stemming from your system or from using the system on a projection TV. We've played our DCs on big-screen televisions, but never on screens larger than 40 inches (we'd like to remind you, by the way, that it's okay to have friends who own smaller TVs than yours). You may want to check with Sega's tech support line (800-USA-SEGA) for help on the matter as it might be something wrong with your specific Dreamcast system. An even better solution, of course, is to send your faulty 50-inch screen to us—we'll be happy to send you our perfectly functional and far-more-portable TV in return! That way, everyone wins.

Four Word Letter

I go online with my Dreamcast a lot and I was wondering if in order to play the online games (like *NBA2k1*) do I have to sign up for SegaNet or can I use my own ISP?

Will an updated version of the Web Browser 2.0 ever come out? And if so what will be its capabilities?

In **ODCM #04** there was an article about THQ's plans to release *Wrestlemania 2000* for DC in the fall. I haven't seen it yet and I was wondering if there are still plans to release the game? And when is bleem! ever going to come out?

Brice Beck
bb_toocool23@yahoo.com

You don't need SegaNet in order to play any of the Dreamcast online games, but you do need an ISP. Whether it's

Revealed: The Rock is really Rob Schneider (formerly of SNL) in his skivvies.

SegaNet, Earthlink or something else, you should have no problem getting your game on across the network.

Look no further than the **ODCM** demo disc snuggled tightly in with this very issue, Brice! The latest demo includes Voice Over IP software and other various upgrades for your DC browsing needs.

We've never confirmed that THQ would be bringing over *Wrestlemania 2000* to Dreamcast; we were merely suggesting that that might be the wrestling title headed for DC on the THQ ticket. The mystery wrestling game for DC ended up being *WWF Royal Rumble*, instead, and the company has no plans to release any more DC wrestling games beyond this. Sorry for any confusion.

We'd sure as heck would like to know when bleem! is coming out for DC, as well, Brice! It's been postponed and delayed since its original release date of July 2000, and the company has been very hard to pin down in regards to specific date. Therefore, it's a wait and see situation for now. We just hope that they get it out sometime within the coming months, but we'll keep you posted.

Baldur's Wait

Before I first got my DC, I read in a pre-release book of some kind about *Baldur's Gate* coming to DC, but other than that, I haven't heard a peep about it! Do you know if it will be coming to DC at all? Thanks a lot.

Aaron Gretsinger
adg13@crosswinds.net

Bad news, Aaron! While the PC RPG phenom known as *Bloware's Baldur's Gate* was originally planned as one of DC's first online epics, it's since been cancelled. But, fortunately, there are other online RPGs on the way, like *Phantasy Star Online* and *FarNation*, so don't fret!

Trigger Happy

Does the MadCatZ DreamBlaster lightgun work for *Silent Scope* on Dreamcast, or do you need to use the original controller? Or will some third party peripheral maker create a whole new gun?

RED94602@ao.com

Unfortunately, RED, none of the DC lightguns, licensed or not, work with *Silent Scope*. In fact, *Silent Scope* is not a lightgun shooter in the *House of the Dead* 2 sense. Its arcade counterpart used a specially made sniper peripheral that has no real equal in land of console attachments, so you'll have to depend on your trusty DC controller to do your shooting for you.



A New Chapter

How many chapters of *Shenmue* are there going to be for DC? Somebody told me there were going to be 20, but that sounds like too many. What's the real deal?

I know almost nothing about SegaNet except that you can play games online and send email. Are you able to surf the internet too, just like on a computer with another ISP?

When is *ESPN Baseball Tonight* coming out? It was supposed to come out in April, then August, then November. Now when is it going to be released?

Eric
Via email

Shenmue is a play-it-by-ear sort of series according to the game's creator, Yu Suzuki. Supposedly, every "chapter" of the game can be held up as a stand-alone product, but the grand plan is to produce 16 complete chapters. But don't get the number wrong, Eric. "16 chapters" doesn't necessarily translate into 16 separate games. In fact, it's rumored that sequels would incorporate multiple chapters rather than one single chapter (like *Shenmue: Chapter 1—Yokosuka*). Sorry if this is confusing, but this is basically where the series stands. Hope it answers your question.

SegaNet is a fully functioning ISP with email, Internet

browsing abilities and online gaming. No virtual stone is left unturned if you have it and you can use SegaNet as your primary ISP.

According to Konami, *ESPN Baseball Tonight* has been postponed until next year, perhaps to coincide with the start up of the baseball season. We'll keep you updated.

Chat Boom

When will the new DC microphone (and long distance system) come out in the US, sold separately from *Seaman*?

When will 18 Wheeler American ProTrucker be coming out?

I heard that in the upcoming *Soul Reaver 2*, you get to suck blood instead of souls. Is this true?

Corey
coreyB11@hotmail.com

The DC microphone should be out in stores in a separate package from *Seaman* right now!

Can't wait to get truckin'? Read our full preview of 18 Wheeler in *Coming Soon* and then start saving. The game hits stores in just another month or two.

That's just crazy oldskool vampire propaganda you've been hearing, Corey. SR2 has Raziel sucking souls, like always, so don't believe the hype.

Four out of five Reavers say that souls taste better than blood, anyway.



The College Try

I have been playing Dreamcast for quite a while now, and I have to say that *NFL 2K1* is the greatest sports game ever (personally, it's the best game I've ever played in any genre). From what I've seen of *Madden 2001* on PS2, *NFL 2K1* blows it out of the water. But here's my question: Is Visual Concepts ever going to make a college football game? If they are capable of producing a game as great as *NFL 2K1*, surely they could do it again with a college game.

Are they having trouble obtaining permission from the NCAA? I work at a software store here in Louisville and have already been asked by at least five or six people about a future NCAA game. Same goes with *NBA 2K1* and a possible college basketball game. Just wondering if you have heard anything about future college sports games. Thanks, and keep up the good work!

Brent William
Louisville, KY

At this moment in time, we're sad to report that Sega has no plans in the immediate future for any college sports games via Visual Concepts, but this isn't to say that another third-party publisher doesn't have some plans in the works that they're not currently talking about. We just haven't heard a thing regarding NCAA games on Dreamcast, which seems a shame since they're just as popular as pro sports games. It's a wait and see situation, Brent, so stay tuned.

A Little to the Write

A little goes a long way, and a lot goes even further. So, get scribblin' and send **ODCM** all your fits of Dreamcast fancy in email or snail mail form and get your questions answered. Wanna know what Yu Suzuki eats for breakfast? Ever wondered why Sonic wears shoes but no pants? Can't quite figure out why we run so many freakin' pictures of Yuji Naka in every issue? Then write to us. We may have the answer. And if we don't, then—well, then we don't. But don't let that stop you. Send it to: **ODCM, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005**. Call us techno-snobs, but email is absolutely fabulous at: dcmag@imaginemedia.com



DC FAST FORWARD

Evolution or Revolution?

Dreamcast takes two giant leaps into the future

There were a few surprises at Sega's recent Executive Games Summit. But our eyebrows raised the highest when Charles Bellfield, VP of Corporate & Marketing Communications, gestured at a Dreamcast and said, **"Will we ship a box like that in two years? No."**

Yikes. Is it all over for Dreamcast? Not at all—"The Dreamcast platform remains central to our plans going forward," says Bellfield.

Confused? Don't be. Sega is simply announcing the next step in the evolution of its system. "Sega's future is all about delivering content," said Bellfield, which is one of the reasons the company is looking to develop for hand-held platforms (see related story, next page). To enable the company to deliver its games on a whole array of systems, the Dreamcast itself will soon acquire an inexpensive multiplatform architecture.

What does this mean? Three things. First, the Dreamcast architecture will be integrated into a one- or two-chip piece of technology, which can then be licensed and slotted into any number of consumer devices—like DVD players or even PCs.

Second, the company wants to take its current "free system" business model to the next level. Right now, you can get a rebate for the cost of the Dreamcast by subscribing to SegaNet for 18 months. In the future, says Bellfield, "You can think of it like a cable box or digital satellite dish. You'll pay to get the content, but you don't pay for the hardware." So Sega will be able to afford to give Dreamcast technology to anyone who wants it, thanks to saving a fortune by reducing the system to a couple of Frito-sized chips.

Third, and this may be the most exciting part, "The technology of Dreamcast is designed to scale easily," says Bellfield. Translation? Since the underlying Dreamcast technology—NEC graphics



Senior Sega official Charles Bellfield told ODCM that future iterations of the Dreamcast system will likely be integrated into a one- or two-chip piece of technology, which can be licensed and slotted into any number of consumer devices—such as DVD players.

THIS MONTH

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"Sega's future is all about delivering content."

Charles Balfield

hardware, Hitachi CPU, and RAM—can all be improved upon in future iterations, it will be. And does this mean that a Dreamcast 2 is in the offing? "No," he says. "That implies the old, console way of thinking, and we're simply moving beyond that." Developers will

continue to use the same unique development environments, APIs, graphics libraries, etc, so there won't be the learning

curve of a new system—they'll just be able to get more out of Dreamcast. And us gamers will suddenly be playing on a more powerful gaming system.

And will current Dreamcast owners be able to play games written for upgraded, don't-call-it-DC2-hardware? Forward compatibility (playing new games on old systems—as opposed to backwards compatibility, or playing old games on new systems) isn't a reality yet, but it could be within the realm of possibility.

In short, the future for Dreamcast has never looked brighter. If Sega manages to proliferate Dreamcast technology into multiple devices, from DVD players to set-top boxes to who knows, we may see the Dreamcast become the first console to break out of the traditional mode and become its own multiarchitecture gaming platform. And that...well, that would be really cool.

PARTNER UP

So, just who will Sega partner with to bring the Dreamcast architecture to a wider audience? The company isn't talking, but we can at least tell you who it *isn't* partnering with—Sony, which has its own small game division with a combo gameplayer/DVD player out now; Panasonic, which has made a deal with Nintendo to include GameCube technology in its DVD players; and Toshiba, which is already in bed with Sony thanks to a deal regarding joint manufacture of PS2 chips. Which leaves Thompson/RCA, JVC and Samsung as the biggest brands who could conceivably decide to add gaming to their DVD player offerings.

Sega teams will develop for multiple platforms... Relax, it's not what you think

IT'S OFFICIAL. SEGA'S TOP DESIGN TEAMS ARE GETTING READY to develop for multiple platforms. But, before you go unplugging your Dreamcast and getting ready to put in the closet, consider this: The multiple platforms don't include any other videogame consoles—Dreamcast is central to Sega's content development. Instead, according to Sega, the company is looking to deploy its intellectual property (lawyer talk for its great characters like Sonic, etc.) on handheld platforms.

In other words, Sega games could appear on handheld gaming systems (no one mentioned Game Boy or Game Boy Advance, but frankly, they didn't have to), mobile phones (the company already has a deal with Motorola to deploy games on some of its new phones), and palm-top devices that are now powerful enough to play emulated or native version of Sega's 16bit hits like *Sonic 2* or *Shinobi*.

Alexander: The Road to Percia

FANS OF STRATEGY ON DREAMCAST SHOULD REJOICE: A PROMISING NEW strat game is heading to DC in Japan...and here's hoping it makes it over! As young Alexander, you'll be expanding your empire towards Persia—and it features several twists on the standard strategy theme. First, deploying the right troops with the right general for each given battlefield situation is crucial to victory. Second, the game features tons of animation and story, and it's managed to create an incredibly cast of characters. You can only control Alexander—other characters are controlled only by their own individual AI—but you can move the camera around during the realtime battles to keep abreast of the situation across the entire battlefield.

Will we be calling this game Alexander be Great? Almost definitely. And will it conquer America? Who knows? Check back for more soon.

So what does this anime girl have to do with Alexander? The game's being developed in Japan, so of course, it's been given a Japan-ese look by the developer.



Japanese Envy

Creating a new world from the ground up is easy with Dream Studio. As long as you live in Japan.

QUESTION: What's Japanese, cooler than anything, and not—repeat not—scheduled for US release anytime soon? *Dream Studio*, Sega's new 3D adventure/RPG maker. The system lets you design characters, create 3D environments, and develop time- and event-based scenarios so you can take a swipe at making the next *Grandia*. Once you're done, you can save your scenarios to VMU or upload them for others to play. So when's this awesome RPG-making tool coming to the US? Not any time soon, unfortunately. Because the system is so text-based, localizing it for US release would be a major undertaking. We're still hopeful, though, that this game genesis tool will ship in the States sometime in the next year. Maybe. We hope.



Dream Studio's text-based interface would be a nightmare to localize for US release.



SEPARATED AT BIRTH



Resident Evil's Claire That '70s Show's Donna

Chris' private (now public) and unwholesome obsession with the admittedly gorgeous star of *That '70s Show* spurred this month's choice for Separated at Birth. We couldn't help but notice how much Donna looks like *Resident Evil's* resident babe, Claire Redfield. Here're a few points of similarity:

- (a) They both have red hair.
- (b) They both wear chokers.
- (c) They are both dismayingly sexy.
- (d) They both kill (or drink) zombies.
- (e) They both really like Chris (or at least, they do in Chris's fantasyland—we think).
- (f) Their luscious lips—shaped EXACTLY the same way!—just beg to be kissed.



DREAM ON

GAMES WE WISH WERE ON DC

COLUMNS

SEGA 1993

Okay, Sega, this should be a no-brainer! The original *Columns* is acknowledged to be so good, it's going to be one of the charter titles on the new Smash Pack—but what we want now is a complete update for Dreamcast. An update complete with...dare we say it...INTERNET MULTIPLAYER. If it ain't online, it ain't our bag. Booyah. Note to Sega: Make this happen.



HOT LIST

WE DIDN'T START THE FIRE ...

We want it badly:

- 1. Guilty Gear X
- 2. Sonic Adventure
- 3. Shenmue 2
- 4. Outrigger
- 5. PSO

You want it badly:

- 1. Shenmue 2
- 2. Dragonball Z
- 3. Dragonball Z
- 4. Dragonball Z
- 5. Dragonball Z

We all hope & pray for:

- 1. NIGHTS 2
- 2. Soul Calibur 2
- 3. Panzer Dragoon Saga 2
- 4. Streets of Rage 4
- 5. Herzog Zwei 2

You're dying to play with:

- 1. DVD player
- 2. Zip drive
- 3. MP3 "solution"
- 4. Broadband adapter
- 5. Evan



TOP 10

BEST SELLING TITLES, NOV. 2000

1	SEGA SPORTS NBA 2K1	SEGA
2	SHENMUE	SEGA
3	SEGA SPORTS NFL 2K1	SEGA
4	CRAZY TAXI	SEGA
5	TONY HAWK'S PRO SKATER 2	ACTIVISION
6	JET GRIND RADIO	SEGA
7	READY TO RUMBLE: ROUND 2	MIDWAY
8	QUAKE III ARENA	SEGA
9	SONIC ADVENTURE	SEGA
10	SEGA SPORTS NFL 2K	SEGA

Gaga for Segagaga? Weirdest. Idea. Ever.

In a bizarre case of art imitating life, Sega Hitmaker (best known for *Virtua Tennis*), is planning to release a management sim for Dreamcast. In this game, titled (we kid you not) *Segagaga*, you'll play the head of Sega as the company attempts to take over the gaming business. Sold online only in Japan, don't expect to see it over here—although if it does make the journey, we expect Peter Moore to do the strategy guide.

A timeless legend. An epic adventure.

Record Of LODOSS War

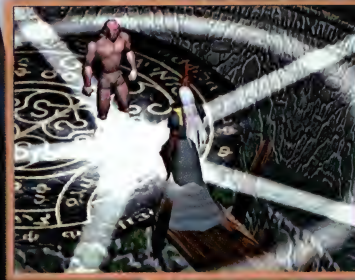
 Dreamcast™

*"Record Of Lodoss War...
will definitely satisfy
Dreamcast owning
Diablo fans"*

-www.gamespot.com

*"Record Of Lodoss War...
looks and sounds
brilliant on the
Dreamcast"*

- www.igndc.com



Experience the world of Record of Lodoss War up close and personal in an epic 3D action/RPG only for Sega Dreamcast. Take control of a mysterious warrior from the past, resurrected to save the future, on a colossal quest filled with pulse pounding action and high adventure. Join forces with popular characters from the Lodoss universe and combat hundreds of vicious enemies with dozens of spectacular spells and customizable weapons.



Animated Blood
Animated Violence

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Calling All Dreamcasts



DreamCall uses the Seaman microphone to make phone calls over the Internet. A separately packaged mike is in the works.

DreamCall: Use the Internet to screw the phone company

NOBODY LIKES THE PHONE COMPANIES.

We don't, at any rate. Which is why we're hella excited about DreamCall, a new feature of Browser 2.6 (which comes, by the way, on the GD-ROM included with this issue).

DreamCall enables you to use your Dreamcast's Internet connection in combination with the Dreamcast microphone (currently available with Seaman, soon to be available separately) to make free Dreamcast-to-Dreamcast calls anywhere in the world. Got a little friend in Pakistan? Call her for free.

DreamCall also lets you make calls to the outside world (that is, regular people on regular phones) using your Dreamcast. Unfortunately, these conversations will cost you a steep 5¢ a minute—but then, there's no long distance fee, so you still might be saving money.

How's the quality? Not too bad, although there's a slight delay and a tiny bit of distortion. We'd rate the quality much higher than, say, Houston-to-space shuttle communications, but lower than that of regular phone or digital cellular. It's more like analog cellular quality.

Of course, you'll probably have to email your partner to set up a time to call, since your Dreamcast needs to be on, online and running the browser to receive calls—unless your game is programmed to monitor for DreamCall activity, which none are—but what the technology lacks in spontaneity, it more than makes up for in free-ness.

And predictably, the DreamCall technology will be showing up in games soon. *Alien Front Online* (see Coming Soon, pg. 56) will be the first title to use it.

With Sega's new DreamCall software and a DC microphone, you can make long distance calls to other Dreamcasters for free. The software is built into the new Browser 2.6—which just happens to be included on this month's demo disc.



What's Your Type?

From horoscopes to horrorscopes

Why do so many games tell you the blood types of the characters? It's a Japanese thing; in Japan, people look at blood types the way we look at horoscopes here in the US. According to the Japanese system, your blood type determines your personality.

Here's a handy index to help you understand how blood types are used in games.

Type A
Pluses: Honest, trustworthy, hard-working, loyal, law-abiding

Minuses: Finicky, hard to please, sneaky, unstable when drunk

Type B
Pluses: Adventurous, passionate, friendly, independent
Minuses: Lazy, indiscreet, unpredictable, bossy

Type AB
Pluses: Sensitive, powerful, friendly, well organized
Minuses: Too proud, a playboy, vain, hard to get to know

Type O
Pluses: Strong, athletic, sexy, forthright, very ambitious

Minuses: Insecure, too idealistic, big mouth, jealous

(The most common type in Japan is A. In the US, it's O.)





Nice Package!

My god, it's full of Genesis games...

Starting in January, Sega's going to deliver something that console buyers haven't seen since the 16-bit days: a pack-in game. Well, twelve of them, actually. Sorta.

Here's the deal. Starting in January, there will be a new Dreamcast retail package available, the **Smash Pack Bundle**. Although all of the details aren't fully fleshed out, it looks like it will cost \$169—and it's going to come with one of the most awesome pack-ins ever.

On the Smash Pack disc will be **SegaSwirl**, **Browser 2.6** (also found on this disc, FYI), **Virtua Cop 2** (with light gun support!), and—get this—*ten* emulated Sega Genesis classics! Sega has been offering pay-to-play emulated Genesis games via its online network in Japan, but these will be complete games on the disc. No word on whether



GOLDEN AXE

SHINOBI

PHANTASY STAR 2

or not we'll be able to get our greedy little hands on the technology so we can slide you a couple of free Genesis games with each issue, but we're working on it.

The games included will be **Sonic the Hedgehog**, **Altered Beast**, **Streets of Rage 2**, **Golden Axe**, **Vector Man**, **Revenge of Shinobi**, **Columns**, **Phantasy Star II**, **Shining Force**, and **Wrestle War**. Holy crap! That's a lotta good Genesis games.

Although Sega is being coy about plans for releasing the Smash Pack as a stand-alone disc, we'll eat our spats if the disc, or something very similar, doesn't come along soon after the Smash Pack Bundle is released.



STREETS OF RAGE II

Know Fear...



CAPCOM
capcom.com



Shenmue: Woo-hoo!



Ryo and friends make their official US debut with a huge party—ODCM crashes it

TO MARK SHENMUE'S OFFICIAL

release, Sega went straight to the top: Shanghai 1930, San Francisco's swankiest and most exclusive Chinese eatery. Fittingly, this restaurant was also the site where Sega first revealed the existence of *Shenmue*, way back in 1998.

The international videogame digerati turned out in force for the event, where they were wined, dined and entertained by live jazz and a troupe of traditional Japanese taiko drummers (who were actually playing outside and weren't technically part of the event—but cool nonetheless), and more Sega staffers, local celebs, and game journos resplendent in logo-ed T's and nappy jeans than you could shake a stick at.

The highlight of the evening was when *Shenmue* creator/god Yu Suzuki himself picked up the mike and gave a speech, about 'mue's development and his expectations for the game in the US market. (In brief: He hopes we like it.)

Sega President Peter Moore spoke to the crowd too, about the incredible success of Dreamcast so far and his high hopes for a brilliant future.

With games like *Shenmue* in hand, trust us: the only worry that Sega should have is making sure it has enough inventory in stock to keep up with the demand!



The highlight of the evening was when creator/god Yu Suzuki himself took the mike





1 Head of Corporate Communications Charles Bellfield looks tough 2 This bassist bears a surprising resemblance to Shenmue's Chal, does he not? 3 Sega boss Peter Moore, clearly happy about Shenmue 4 Partygoers take time out to sample the game 5 Now, that's a serious Sega fan!



Will You Survive the Horror...



CAPCOM
capcom.com



ARCADE ACTION

Quarter Pounders

... and no cheese at Sega's private arcade show

SEGA SHOWED OFF ITS LATEST goodies at a recent private arcade show in Tokyo, and we (or at least our correspondents) were there. Most impressive game? Probably *Air Trix*, Sega's next-generation arcade skater. Using a hardware setup like *Top Skater*, it adds serious vert skills and a lot more tricks for an incredible punch. Coming home? Maybe. Maybe.

Definitely coming home? The rad-looking *Samba De Amigo 2000*. It sports our favorite 2D/3D monkey along with tons and tons of new songs, which feature a Caribbean flavor this time. So far, there's no word on US songs this time around, but we're hoping against hope that "Who Let the Dogs Out" will not be among them.

Bottom line? Sega's still got it, and it looks like it may come home...

Samba 2000 features much more difficult action, including all sorts of new moves and poses guaranteed to embarrass you to death in the arcade, at home, or even all by yourself, just thinking about them. In short, the world's best party game is about to go totally off the hook.



Okay, so first check out the graphics, and then bow before the might of Sega's arcade game designers. *Air Trix* looks like it is going to totally change the world. The only question: will its deluxe hardware control scheme (an actual skateboard) allow the play to translate to the home, or will this be an arcade experience only? Time will tell.

Hockey on Dreamcast?

Believe it, baby. Maybe...

It's not on Dreamcast yet, but *Sports Jam* will be headed there soon if there's any justice in the world. Sega's latest arcade classic features arcade takes on eight different sports (including hockey, soccer, golf, football, basketball, biking, basketball and tennis) on over twelve stages. The game uses a simple two-button control scheme, and is designed to test your accuracy at every sport. A two-player mode is included (of course), and since the game comes on a GD-ROM—even in the arcade—we're hoping it will be an easy port to Dreamcast. We'll have more on this promising arcade romp as soon as we can pry more info out of Sega.





What Grand(ia) Voice Acting!

ODCM gets the skinny on good vocals

One of the best things about Grandia II is the fantastic voice acting. How'd UbiSoft do it, when the standard of voice-overs rarely has risen much beyond the laughable "Jill, you are the master of unlocking," school set by Capcom in the original Resident Evil? Hiring a professional director helps. **ODCM** took the old Corporate Jet (well, technically, it was United's corporate jet) to LA to get the goods from Grandia II's voice director, Kris Zimmerman—who's probably best known for her work on Metal Gear Solid.

ODCM: What's the main role of a voice director?

Kris Zimmerman: I get performances out of the actors once they're hired. And I help cast and choose actors for the game. With that comes what some people would call producing: coordinating, setting-up, budgets, etc. But I don't call myself a voice producer by trade, I prefer to refer to my work as voice direction.

You've worked in a lot of fields: which do you prefer? Cartoons? Games? TV? Why?

It's all very similar, actually. My skill is the same regardless of the project. Games tend to get done quicker as they're more concise. This allows us to focus on what we're doing and to become completely absorbed in the story while we're working on the project. Cartoons tend to be strung out over months. For *Grandia II*, we did eight sessions, which would have taken eight to sixteen weeks in cartoonland. Games are more intense...in a good way.

What were some of your impressions of videogames when you first began doing work on them, versus how you view videogames now?

Games are so much better now. Story content has gotten much better. It is much more story-oriented now. There aren't as many arbitrary choices. It used to be you had to say something fifteen times depending on what the player did in the game. Now you still have as many avenues through the games, but the ways you can get through them are much more interesting, and not as repetitive. [Games are] much more complex now. The largest game

I've ever done was *Metal Gear Solid*. When I got the script, I thought it was one giant pile to hand out to all the actors. But then I realized that the 900+ pages before me was just my copy. With *Grandia II*, the path through it is so interesting. I really liked the story. What's funny is that I have a 12-year-old son and he couldn't care less about the cartoons I've done. The minute his friends realized I worked on these games, I became his hero.

What videogame voice-over direction have you previously been involved in?

Metal Gear Solid, *Star Trek Voyager: Elite Force*, *Deep Space 9: The Fallen*, *Tenchu 2*, *Alundra*, *The Sydney Olympics*, *Revenant*, *Heretic II* and *Zork: Grand Inquisitor*.

The RPG fanbase is one of the pickiest subsets of video game fandom. Have you found this worrisome? Did it affect decisions you made about *Grandia II*?

No. I know that I'm giving them the best people available for the role. At that point, the story and the timeframe for recording was adequate, so we were going to get a good game. And we had that with *Grandia II*.

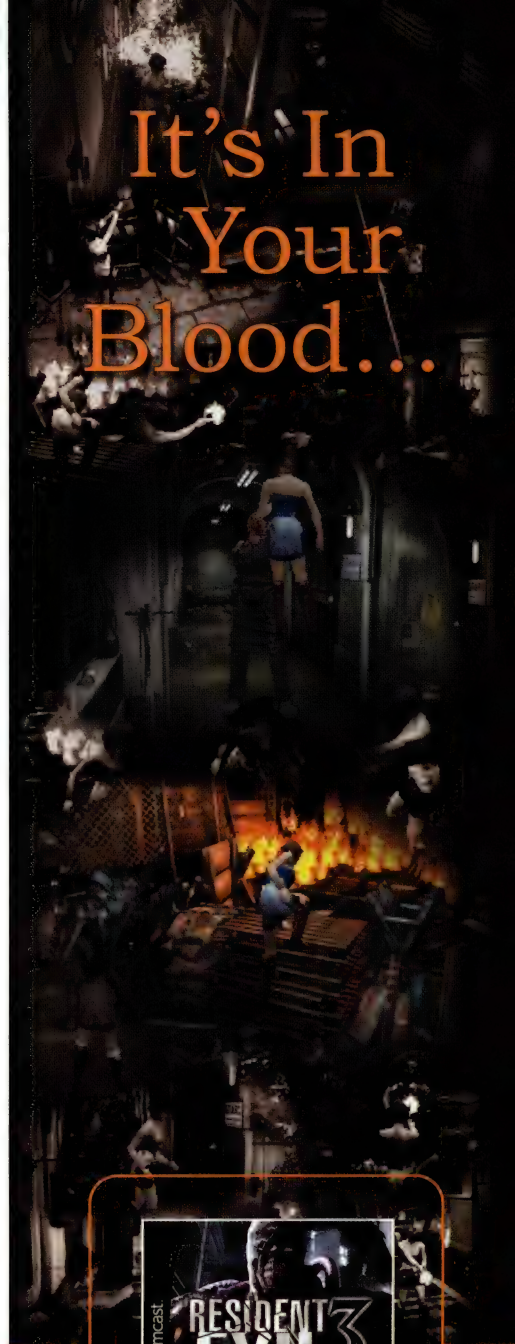
RPG localizations suffer from time and budget constraints. Have you run into any problems?

Sound localization is an expensive thing. The studio is very expensive. The actors are expensive. And the actors only work a set number of hours per payment. Without knowing the client [UbiSoft] going in, you never know how much they participate or how clear they're going to be once we start. The difficult thing is trying to figure out how to budget the actor's time. They had an aggressive schedule, but we met it. They had the editors working immediately on the raw data. It was a massive team effort.

What's your opinion on voice acting in videogames?

It's gotten so much better. I know that when my son started playing games, I was appalled at how bad it was. It was like they were casting family members to do roles. I think companies like Ubi Soft are starting to listen to the fans and beginning to investigate how to do it right. And not only to investigate, but to succeed.

It's In Your Blood...



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FORBIDDEN GAMES of



ODCM UNCOVERS THE SHOCKING TRUTH: YOU

N JAPAN

Warning: There are certain games us Western gamers were never meant to see. Games so Japanese that they violate all import requirements for cuteness and weirdness. Games based on concepts so foreign to traditional US gamers' tastes that for even suggesting that a company publish one over here, your average product acquisition guy would probably be given three months sick leave (or be quietly asked to clean out his desk). ¶ But Japanese gamers aren't insane. They just enjoy some genres that you probably never even knew existed. But what do you expect from a country where people play golf on top of skyscrapers, go angling in glorified swimming pools, and where the number one best-selling Dreamcast title—ever—is *Seaman*: a game in which you interact with a moody fish who's even better than your therapist at telling you why you suck. ¶ Over the next four pages, we'll take you through the best examples of a whole new gaming world...which you'll probably never see anywhere else. Will any of these games ever come to the US? Probably not. Should they? A tough call. We don't like being denied any choices, and if Infogrames will bring out *Pen Pen*, surely someone would be willing to release *Tokyo Bus Guide*. Anyway, without further ado, get ready to take a look at exactly what you've been missing...

AREN'T SUPPOSED TO PLAY THESE DREAMCAST TITLES!

CASE STUDY #1

DATING

Simply-animated dating interaction games have been popular in Japan since the days of the SNES console. They mostly revolve around a male hero (i.e., you) trying to win the affections of a certain girl, or, if you're lucky, a series of girls.

The courting procedure is usually undertaken by selecting options from various menus and watching the results play through onscreen. For example, in *Memories Off*, there's a point where you spot your 'love interest' a few cars away on the train. You're provided with two options: should you shout at her, or go and sit next to her? Of course, you don't need us to tell you that the latter would be the more charming maneuver. It doesn't sound very thrilling, does it? But in a reserved and conservative society, this sort of game provides light-hearted 'practice' in charming the opposite sex for adolescent would-be romancers. Plus, they're usually very funny, working like interactive versions of more light-hearted anime.



MEMORIES OFF Lots of girls wearing sailor suits. What more can you say, really?



TOKIMEMI MEMORIAL

Tokimemi Memorial takes a slightly different approach to the dating genre, but it still manages to capture the same appealing elements. After getting into the exclusive Kirameki High School, you meet a friend from your childhood named Fujisaki Shiori. She is in the same class as you are, and during your three years at the school, you strive to impress her—and ultimately, to win her love. To do this, you must excel in academic areas and in sporting prowess...which means that you'll have to go a lot further than simply flirting a bit and making an awkward pass at the school dance.



White Illumination Date girls in the upper-crust sections of Japanese cities...if that sort of thing is your bag.



Photo Memories Yet another inscrutable title hides yet another standard date 'em up.

In a reserved and conservative society, this sort of game provides light-hearted 'practice' in charming the opposite sex for adolescent would-be romancers.



TOKYO BUS GUIDE



As a bus driver in—you guessed it—Tokyo, it's your goal in life to be the best damn bus driver ever to grace the streets of Japan. To achieve this title, you'll have to be pointlessly rude to customers and occasionally hit the pavement, sending old women collapsing into the aisles... no, that would *San Francisco Bus Guide*. Instead, you must drive under the speed limit, indicate before turning, and be polite. The result is amazingly addictive and very underrated in terms of complexity and interaction. Japanese gamers were so thrilled with the game that Sega has actually taken up the cause, and is in the process of converting *Tokyo Bus Guide* into a full-fledged arcade title replete with driver's seat.

CASE STUDY #2

WORK



Japan is a nation seemingly obsessed with work. Well, that's not exactly true—they just do a lot of it. All the time. Absenteeism is unheard of, overtime is mandatory (office employees sometimes sleep at their desks after working until 4am), and people have even been known to work themselves to death.

Maybe that's why games that simulate employment are so immensely popular there. And we don't mean loony knock-offs like *Crazy Taxi*; we mean accurate simulations. The smash hit arcade and console title *Densha De Go!* for example, enables players to drive a commuter train around Japan. Even *Shenmue* provides a little work-related fun, enabling you to stack crates in a warehouse.

Although they sound ridiculous, these work sims are surprisingly therapeutic, enabling you to indulge in careers you'd never usually dream of. Just don't expect to be paid for playing.



Winning Post

Spend a day at the races in true Marx Brothers fashion. Train your own Derby horse and prep it for some serious racing action. You'll win money and kudos if you manage to get the formula right.



Let's Make a Soccer Team

All budding chairmen can hone their skills in the J-League. You'll be responsible for staffing your office by choosing everything from a secretary to the color of your team's jerseys in order to build the perfect group of soccer players and take the cup.

Densha De Go! 2

Chugging over Japan in trains has never been so much fun. The original in the arcade was so successful that the *Densha* series has spread to piloting planes.

LET'S MAKE A PRO BASEBALL TEAM



Let's Make a Pro Baseball Team goes pretty far into the nether regions of an often mysterious world. You're able to hire and fire everyone from secretaries to players to executives; you're also in charge of overseeing the team, tending to the club's finances, choosing the equipment—you can even get involved in stadium acquisition and development. Everything, basically. But to keep it out of the PC-dullard stat-based realm, Sega decided that a 'massive-head' mode was essential for the players, as were over the top bright and cute graphics.



DANCE DANCE REVOLUTION

This home version of the arcade favorite (which East-born experts use merely to practise on for their proper arcade showdowns) comes with its own dancing controller—a floor mat with four arrows on it.

Gameplay is simple; just choose a tune, and then, as arrow symbols appear onscreen, step on the corresponding arrows on the mat to make your onscreen character dance like a bubblegum-pop vixen. The more precise you are with your groove, the more points you get. As a bonus, you'll shed a few pounds.

Super Producers

In this music/work hybrid that enables you to manage a J-Pop star, you'll be able to audition potential singing starlets from a group—and then managing her whole career is up to you from there on out. Will she be a hyper hip-hop cutie or a traditional pop superstar? You choose her music, her look and her video work. Do it right and you'll land on the music charts.



POP'N MUSIC

Pop'n Music is as simple as your average pop star, but more fraught with tension than the ODCM office at deadline (and that's pretty damn tense). All that is required is that you tap the appropriate button at the same time that it's indicated on the screen.

Fronted by super-furry animals, *Pop'n Music* is a top package, especially with the optional controller, which is a trapezium-shaped block full of buttons. The frenetic button pushing may wear a little thin, but its fast-paced fun is unbeatable. As with *Dance Dance Revolution*, this is a party game by definition, and a splendid one at that. It's just too J-Pop-oriented and downright strange to ever see a release in the West, though, which is unfortunate.



Puyo Puyo Da!

Dance with the Puyo Puyo crew! In this Bust-A-Groove for the puzzle fan set, you'll use classic combos to bury your light-footed opponents.



Sonic Team PowerPlay

It's not really a game, it's Sonic Team's best audio achievements. Yes, you heard



Real Sound 2

A game with no visuals soothes your soul; it's an especially great game if you happen to be blind. We hear.

right. It's more of a soundtrack than a real game, which roughly translates into "you're lucky if the import store even carries this."

CASE STUDY #4

MUSIC

Since Konami's DJ-ing sim *BeatMania* hit Japanese arcades, rhythm-action games have exploded in popularity—and the craze shows no sign of abating. The genre is probably popular for the same reason karaoke is so huge in Japan...it gives usually-restrained office workers the chance to show off in front of their friends in a semi-controlled environment. (It's also, we can attest after having spent some time in dancing arcades in Shinjuku, a great way to break the ice with the ladies.) Of all the crazy Japanese genres we've covered so far, this is probably the most accessible to US gamers, with titles like *PaRappa the Rappa* and *Dance Dance* doing reasonably well on PlayStation, and *Samba De Amigo* drawing a good amount of attention on DC. In this section, you'll find examples of several more musical oddities which might just tickle your aural fancy. Will they ever come to the US? Well, never underestimate music to bring gaming nations together.

CASE STUDY #4

MANGA

It would take a whole book to explain the possible origins of manga and the many definitions you could put to the term. However the modern use of 'manga' as a catch-all name for Japanese comics has been around since the 1960s, when legendary artist Osamu Tezuka created *Astro Boy*—the story of a cute android crime fighter and his mad professor inventor.

Since then, manga and its animated equivalent, anime, have grown into national obsessions—with books, animated series' and animated films aimed at everyone from schoolboys to housewives. Shoji Kawamuri's popular *Macross* was one of the first major manga titles to become a game, released on Nintendo's Famicom (known as the NES in the US) in the 1980s. From then on, many generations have seen manga and anime franchises achieve international success.

Dreamcast examples include *Gundam*, *Kikaioh* (*Tech Romancer* in the US), *Bangaioh*, *Record of Lodoss War* and *Sakura Taisen*. Most include lengthy anime cutscenes, which is cool if you enjoy Japanese animation.



Nadesico the Mission

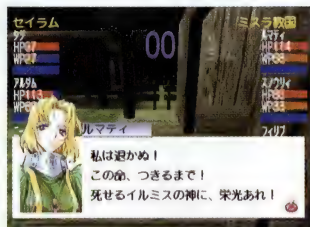
An attractive outer-space strategy game based on the popular anime, for people who consider themselves to be savvy armchair generals of some sort or another.



Aa! Megamisama Quiz

Quiz-tastic arcade-to-DC port featuring the lovely leading ladies of the cult favorite anime and manga series *Aa! Megamisama* (*Ah! My Goddess* in the US).

The game is a mixture of CG and animated events influenced by how you answers various series of questions asked by Belldandy and Co. The big draw for fans will be the inclusion of all-new characters not found in either the anime or the manga. This is definitely an otaku-only sort of event.



Langrisser Millennium

Though technically not spawned from a manga or anime, the *Langrisser* series is beloved amongst the audience for both mediums mainly due to the series' strong storyline and character designs by renowned manga artist Satoshi Urushihara (*Chirality*, etc.)...with the exception of *Millennium*.

All five installations in the series have been strategy RPGs with a concentration on massive battles similar to the *Shining Force* series, but with even more depth and skill required.

Manga and anime are national obsessions:
with books, animated series and films aimed
at everyone from schoolboys to housewives.



SAKURA TAISEN


The *Sakura* series is one of the most precious and well-respected brands Sega has in Japan, and *Sakura Taisen 1 & 2* are the remakes of Saturn classics. In typical manga style, you join a secret organisation fighting against All Evil (hmmm, quite an ambitious remit). There are tactical battles aplenty, but these are some of the oddest you'll ever fight.

You command the Hanagumi Clan of female warriors in mech suits, and the way in which you interact with them determines the success of your campaign. Points are given for saying the right things at the right time—i.e., encouraging them during battle instead of hitting on them. The manga theme is handled by Fujishima Kosuke, who has also worked on the excellent *Ah! My Goddess* manga series. It may prove impenetrable to most Westerners, though.

Leave your enemies
shaken **AND** stirred



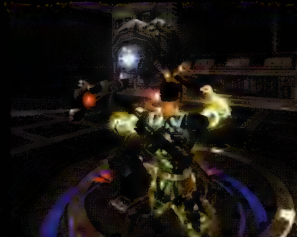
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Activate stealth mode to sneak by your enemies or go turbo for superhuman strength and speed.



Battle through 20 intense missions in 7 mind-blowing environments.

All screen shots are from the Sega Dreamcast game console.

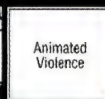
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The terrorist group DREAD has stolen a deadly biological weapon and is planning to lay waste to the planet. But there's one major obstacle: super Agent Max Steel. Infused with nano-technology and armed with an arsenal of weapons, he's got superhuman strength, blazing speed and the power to go stealth. In other words, he's the one to call when the other agents don't want to get their tuxedos dirty.



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FROM GEEK TO CHIC





Jet Grind Radio's lovely graf punk hits the target: geeks dig chicks and games.

ODCM

investigates
how videogames
courted the
underground,
hijacked the
mainstream
and never
looked back.

Dark bedrooms. Sweaty control pads.

Unwashed sweatpants. We could go on and on about videogaming's sordid past, but it's a story that already been well-documented (and—erm—Chris would rather not reprise his misspent youth). These days our favorite pastime suffers no such hang-ups, having undergone a gargantuan transformation from nerdy, reclusive hobby into billion-dollar, Hollywood-dwarfing entertainment behemoth.

How did it all happen? Was it back in 1992 when a million copies of Sonic hit stores nationwide on 'Sonic Tuesday'? Or was it when the British too-hip-to-see-over-its-own-pelvis lifestyle/culture mag *The Face* slapped Lara Croft on its cover? It's almost hard to believe today, when PlayStation2 shortages make the national news and Dreamcast is *Time Magazine's* Product of the Year, how recently the game industry was treated like the forgotten stepchild of entertainment media.

But what price do we pay for acceptance? Is the culture we grew up with selling out? Are games that've been designed for the mainstream—rather than geeks—even worth playing? Well, the answers are a bit more complicated than the questions. Fact: Videogames are no longer the exclusive province of those of us with Palm Pilots on our belts and Mountain Dew on our sweatpants. Fact: Far from merely borrowing from pop culture, games are now starting to dictate it. And which company is leading the way? Fact: Sega. This company's Japanese developers seem to have more style in their VMU games than some other consoles have in their entire libraries. So join us as we attempt to nail the major trends at work that have dragged videogaming from the bedroom-dwelling squalor, so well-documented in '80s and '90s media, into the sophisticated splendour of 21st century Dreamcast living. >>

SCORE
TIME 0:04
RINGS 0

0

Once upon a time, this screen was state-of-the-art: and it quickly became art-of-the-state of videogames, too. Who didn't love Sonic?



SUPER SONIC

It all started with a little blue hedgehog. Sonic was such a revolutionary character that it's actually quite difficult, ten years after his debut, to understand just how much impact this squat, spiky guy had on the whole industry from the moment he spindashed onto the screen. Before Sonic, the only real, recognizable videogame character around was Mario. And Mario, though we love him dearly, was (and is) about as far from hip as—well—Mario. Mario is safe. Mario teaches typing. Mario has spent his entire career trying to rescue a princess.

Sonic, on the other hand, had a 'tude. At a time in history when game characters were typically nothing more than tiny spaceships, Sonic was a pissed-off little ruffian with a bone to pick. And while, after a decade, this whole 'attitude' bit has become more than a bit trite (read: Poochie et al.), the first time Sonic tapped his foot and glared down his nose at you when you were playing, or teetered dangerously at the edge of a platform, the world of games—and everything that they could become—was fundamentally changed. Sonic may have been the first game character that the average guy wouldn't have been embarrassed to introduce to his girlfriend.

Combined with an innovative ad campaign—you know, the one with the original Sega Scream—portraying games (for the first time) as things that weren't toys, the antics of Sonic the Hedgehog gave gaming its first taste of mainstream cool.

Of course, the millions of copycat characters and ad campaigns—not to mention Sega's ill-advised attempts to make Sonic a family-friendly character—kept things from hitting a critical mass, but the seed was sown.

Sonic the Hedgehog...the face that launched an empire, as well as a whole new epoch in the history of videogames. Without him, we literally wouldn't be here.



MAKE AN ASS OF YOURSELF

Cool is one thing, but mainstream success is another. In the late '90s, when Japanese coin-op companies realized their profits were tumbling because of fierce competition from home consoles, drastic measures were called for. Enter a wealth of titles that capitalized on the success of simple gameplay (Simon, essentially), backed by awesome style and graphics and aimed squarely at casual gamers.

Here's where we see that despite our fears, casual games really can be for everyone—including hardcore gamers. Although anyone can play them, there's something about funky disco games like *Bust a Groove*, DJ-mixing games like *Beatmania* and the king of dance 'em ups, *Dance Dance Revolution* that makes mixing with the hoi polloi kind of fun. Ever played *Guitar Freaks* or *Samba de Amigo*? These games forever put to rest the notion that gaming is a solitary experience. Witness the crowds in the average arcade around these games, and ponder the potential of social gaming as a concept in its own right.



Evan gets into the Samba spirit. Sega should be screaming.



In *Shenmue*, we may have found the world we want to live in: forever. All that's missing is a couple of Jedi.

REALITY BYTES

"But it looks like crap!" Such was the typical response when non-gamers were confronted by the efforts of coin-op companies in the late '80s to bring in more casual gamers via realistic, 3D polygons. *Hard Drivin'* might have been a bold attempt to create a more realistic racing experience (and in terms of handling it was), but 3D graphics technology was so primitive back then, next to *Out Run* it looked—well—like crap. Despite the major attention paid to games like *Pac-Man* and *Defender* when they were new, it took loads of imagination and an appetite for abstract representations to look at the early arcade games as anything more than just a fad.

It wasn't really until *Daytona USA* and *Ridge Racer* introduced detailed texture-mapped polygon worlds into arcades that graphical realism became a major way of drawing in more non-gamers. Better graphics were a bridge to the real world—a conscious detachment from the trappings of fantasy and kiddie graphics and another reason not to feel embarrassed playing a game.

It's therefore little coincidence that as soon as videogame graphics (and sound) became sufficiently interesting to a mainstream audience, console gaming took off big-time with sports titles carrying the gauntlet well into casual gamesplaying territory (Incidentally, it doesn't take a genius to work out that the closer to real life graphics become, the bigger the potential audience. However, the irony then will be that no one will want to dwell in worlds that look like our own. Until then, we've got *Shenmue*.).

TICKET TO TOKYO

But licenses can only take you so far. The really cool stuff—the stuff that affects pop culture—is almost always original. And it seems as if virtually all of the coolest games come from Tokyo: from Shibuya in Tokyo, to be precise. Shibuya is the epicenter of the Japanese youth culture universe: this is where trends start, evolve and die. It's also the fashionable home of a select few Sega developers, where the teams are young and the laid-back working environment is in direct contrast to the stifling corporate blandness of the Sega of old. United Game Artists (formerly R&D department 9), creators of the retro-chic rhythm action of *Space Channel 5*, is typical of the new face of Tokyo game design, with offices tucked away down an interesting sidestreet not far from the famous Shibuya Square—where giant TV screens adorn the sides of skyscrapers and where SC5 itself was debuted to the Tokyo public late last year. With just a pokey security-pad-operated elevator providing access to its development facilities, only the coming and going of its unmistakably hip staff gives a clue to what lies inside.

Camped out here, in the midst of all of the quirky sophistication and freshness that's intrinsic to this progressive, digital design culture, the designers of *Jet Grind Radio* et al can hardly help but create the coolest titles in the world.



Booyah, Shibuya! Sega's big releases stop traffic in Tokyo... and the crowds go wild.

Rave on! Over the last several years, the Chemical Brothers have stepped off of trendy dance floors and into the soundtracks of some of gaming's most popular titles.



BOMB THE BASS

Back in the 80s—despite the fact that computer games had the sonic sophistication of a hundred angry wasps trapped inside a tupperware container—computer musicians achieved cult status in the 8bit underground, crafting memorable tunes from a few lines of computer code. However, the party really didn't get started until *Wipeout*'s producers convinced big names from the techno scene such as Orbital, Leftfield and the Chemical Brothers to supply tracks for Psygnosis' 32-bit racer. By the time the sequel came along, the dance community was falling over itself to get its hands on the soundtrack.

Once CD-ROM-based consoles found their feet in the mid-'90s, gamers' expectations for full orchestral soundtracks and licensed music grew rapidly. *Road Rash*, *Fighters Megamix* and *Sonic R* were the 32bit precursors to DC titles that have boasted licensed music—like *Crazy Taxi*, *Jet Grind Radio* and *Ferrari 355*. And it isn't just electronic musicians who've gotten in on the act: *Tony Hawk's Pro Skater* has brought pop, punk and hip-hop bands into the act, including the likes of Rage Against the Machine, Public Enemy and the Dead Kennedys.

She's too sexy for almost everything...Ulala took videogames to the very forefront of modern culture, with up-to-the-minute, club-inspired moves and gear.



Music sets the mood for soaring in *Pro Skater*.

BY DESIGN

The Designers Republic needs little introduction

for anyone who has followed the *Wipeout* series on PlayStation. Still one of the most inventive graphic design houses around, this small staff/big ideas graphic design outfit based in Sheffield, England provided Psygnosis' futuristic racer with a truly distinctive identity. Stylish, understated graphics transplanted directly from the leading edge of the underground electronic music scene brought major kudos to the title—making a great game nothing short of spectacular.

Turning what could have been an isolated occurrence into a successful trend, *PaRappa the Rapper*, *SC5* and puzzle games like *Chu Chu Rocket* have used fashionable retro styling to communicate with a whole new set of style-conscious gamers.

LICENSED TO THRILL

Licensing doesn't stop at music, either. By far the easiest way to extend the appeal of videogames beyond dedicated gamers is to hand over a fat wedge of cash in return for a license to a proven intellectual property. But til the mid-'90s, if a game had a license, it was crap. So the end result is that licenses, which should have helped get tons of new blood into games—and reveal the inherent coolness of gaming to the world—actually had the exact opposite effect (Example: Casual gamer buys licensed game. Game sucks. Casual gamer assumes that all games suck and that gamers are hopeless losers.).

These days, videogame licensing is a far more serious business. For a start, movie companies are naturally not so interested in seeing their franchises developed by losers: they go to the experts. So we have Sega entrusted to produce stunning *Star Wars* coin-ops such as the Naomi-powered *Episode 1 Racer*. And we have Italian car manufacturers working closely with designers to produce authentic simulations such as *Ferrari 355*.

Where licensing has really taken off, though, is in the area of licensed sports personalities and official sporting bodies for home console games, like *Tony Hawk's Pro Skater*. It's a pattern that follows in the footsteps of FIFA, NFLPA, and countless other brands that game companies have turned into lucrative franchises. One thing's for sure—we've come a long way from the days when licensed meant worthless.



You don't need a driver's license to play this game; but the game needed a license to drive it.



Toxic art: *Jet Grind Radio* is accused of 'legitimizing' graffiti. It sneaks it into the forum of modern art—and modern conflict.

X GAMES

Smilebit's *Jet Grind Radio* is the latest example of videogames not just aping pop culture with 'rad-hot' characters endowed with attitude (although there's still plenty of that to go around), but actually breaking new ground in terms of style. A stylish synthesis of hip Tokyo street culture, inline skating, graffiti warfare and free-roaming gameplay, *JGR* is to urban skate culture what *Wipeout* was to futuristic racing five years ago. Throw in a pirate radio soundtrack of hip-hop and mashed-up beats and you have the coolest game on the planet, period.

Producer Kawagoe Takayuki offered **ODCM** some insight into why the game ended up being so damn funky: "The team is very young, an average of 26 to 27 years old, which is unique inside Sega. We started with just three people, then added three more for a total of six. Everyone brought new concepts and a brand new vision of videogames, and we were told by Sega to do whatever we wanted to do. So we did." Game designers should take note that this sort of small, tightly-knit group gives the development team a personal investment in the game and, accordingly, endows the game with the sort of close personal attention it needs. By contrast, big committees are fatal cul de sacs for innovation.

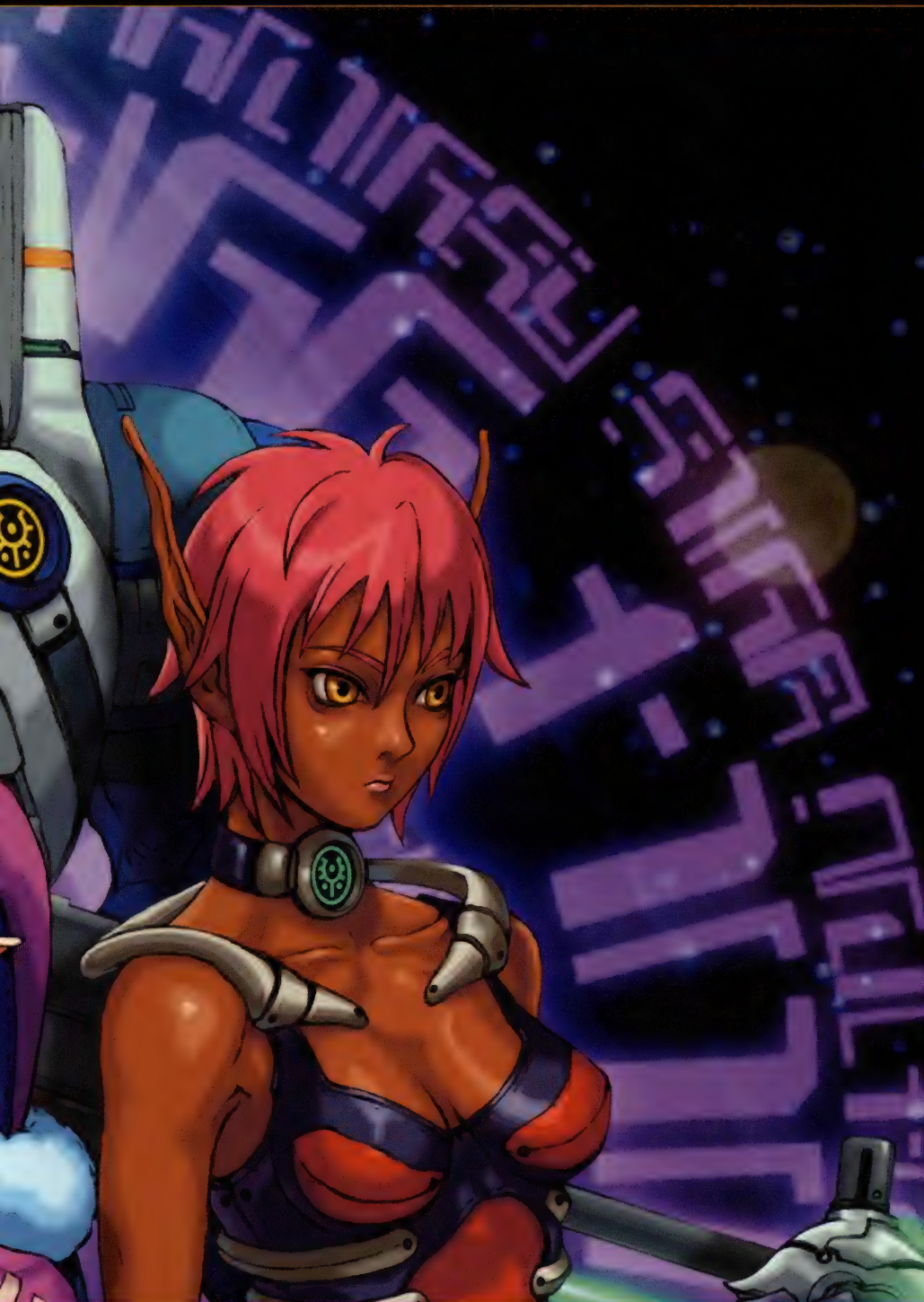
As in the media worlds of film and music, there's room for both small-time, underground games and those that effectively break through to a mass audience. For every *Clerks* there is a *Toe Jam and Earl*, for every *Matrix* there is a *Jet Grind Radio*. For every *Crimpshrine* there is an *MDK2*, and for every *Rage Against the Machine* there is a *Tony Hawk's Pro Skater*. As long as the hardcore audience exists, top developers will cater to them—producing beautiful, deep and original games.

The truth is that videogames are still in their formative stages. Nothing can replace talent, and gaming's future depends almost entirely upon a continual influx of new minds and original thinkers into the development community. Stories need to be told, interactions need to be streamlined and paradigms need to be exploded. The future of videogames is very much in your hands, fellow gamers: For if anyone can understand what still needs to be done, it is you: the readers of **ODCM**. Make your mark.

TWINKLE, TWINKLE,



LITTLE STAR



COVER STORY:
PHANTASY STAR ONLINE
FIRST LOOK

TEXT: **FRANCESCA REYES**

SEGA'S FLAGSHIP RPG SERIES CRUISES INTO THE NEW AGE OF GAMING: ONLINE

At the dawn of 2001, console gaming takes the next step in its evolutionary process, with the debut of *Phantasy Star Online*: the first US console RPG to go global over the Net. It isn't the Massively Multiplayer RPG that some DC owners were hoping for, but backed by servers that can support up to a thousand simultaneous users, PSO is definitely a step in the right direction.

After a year of hoarding tiny kernels of info, **ODCM** has finally been invited to partake of the whole feast: and man, is it a tasty one.

Some might call the pairing of *Phantasy Star* and Sonic Team an odd choice, but if you're up on your history of the series it's easy to see the connection. Yuji Naka and some of the various members of Sonic Team have been with PS since the beginning, with Naka claiming lead programming credits on both *Phantasy Star I* and *II* (interestingly, hardcore gamers have always held that the original title is the best in the series on the basis of its groundbreaking size, scope and gameplay—not to mention its ingenious storyline). Precedents initially set by Sonic Team have been carried through the run of the series, on both the Sega Master System and Genesis. So really, the Team was the logical choice for captaining *Phantasy Star*'s next big trip into innovation—online.

An early version of PSO has finally hit the **ODCM** offices—not yet in reviewable shape, but good enough to go the distance. So grab a bag of holding...we're going in. >>

Phantasy Star Online illustration: Sonic Team



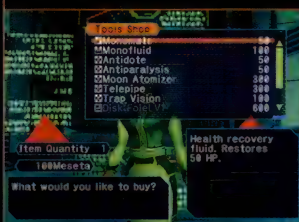
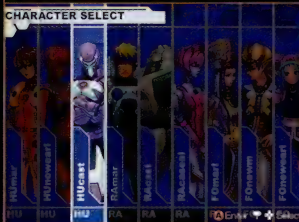
Has Sonic ever beat his creator at a game of *PSO*? Naka's smart, but Sonic's so dang fast....

ODCM's crack Japanese correspondent Christophe Kagotani managed to catch up with Sonic Team CEO Yuji Naka, when he could take time out from race car driving (we hear Naka recently traded in his Sonic-blue Porsche for a super swank Lotus Elize, which he races at the track while the bigwigs at Sega Japan cross their fingers nervously and hope he finds a safer hobby soon; maybe they should just remind him of what happened to Mark Hamill when he started racing between *Star Wars* and *The Empire Strikes Back*). Naka gave Christophe the scoop: check it out.

Q What were you trying to achieve with this game? Did you achieve it?
A It should have been released in March 2000, but I wanted to add a few features that I thought were important. As the volume increased, the team needed more time. This isn't a standard RPG, where you have to avoid boring players with a game world that's too large. *PSO* is about online communication. I wanted this to be the heart of the project, and it took time. I think we achieved what we set out to do.

Q *PSO* is the first RPG to break "language barriers". Will you break the "console barrier" in the near future?
A It's difficult to predict whether the translator can be ported to any other systems. *PSO* in its actual shape would never run on any other hardware, even on the PC! We are playing constantly with the V Sync [chip]...so it may never work on PCs. And if you're talking about the newest consoles, like Sony's [PS2], it will never run: no chance. Maybe on an Xbox or Game Cube. Maybe.
 Considering how hard it has been to break the language barrier, only one platform could do it: Dreamcast. Breaking through the hardware wall may represent a marketing advantage, but I don't see any merit in that. When you develop a game for different platforms, you must base your work around the system that is the weakest or least evolved. So if you wanted to make the game run on both Dreamcast and the PS2, you could never get the same result for either. The project would then become a very cheap-looking game. >>

When you start a new game, it's up to you to choose which of the nine different variable characters you'll use for the duration of your journey in *PSO*.



The information hub is where you'll gather all the know-how you'll need in order to move ahead on your adventure. Oh, and the guys there wear some spiffy duds.

"Once you've taken the job and in for a few nasty surprises—

Building a Better Android

One of the most clever features in *Phantasy Star Online* is the option for players to create their own characters through an Edit mode. While you're not able to build one from scratch, you can choose between nine available characters representing three distinct categories: Hunter, Ranger and Force. Hymar, Hucast and Hanyueru are the Hunters, experts in the art of close combat and swordplay. Raycast, Raymar and Raykashiru are the Rangers, using many weapons proficiently but specializing in long-range attacks. Finally, Formaru, Fonyueru and Fonyume are the Force characters, masters of spell-casting and other wispy-wafty activities. Physically, they're the weakest, but they can perform long-range attacks with a variety of spells (of course, we should note that all of these names may change for the US version).

And don't forget that in addition to these three different classes, you must

also figure in *PSO*'s three different character races: Human, Newman and Android (some characters incorporate hybrid features). From that point, you're then able to customize all sorts of cool things about your character, from its proportions to its "color" and style (it's all about coordinating, girlfriend). Some characters have more tweakable features than others, but all in all, this game makes it uniquely possible to create a totally original fighter.

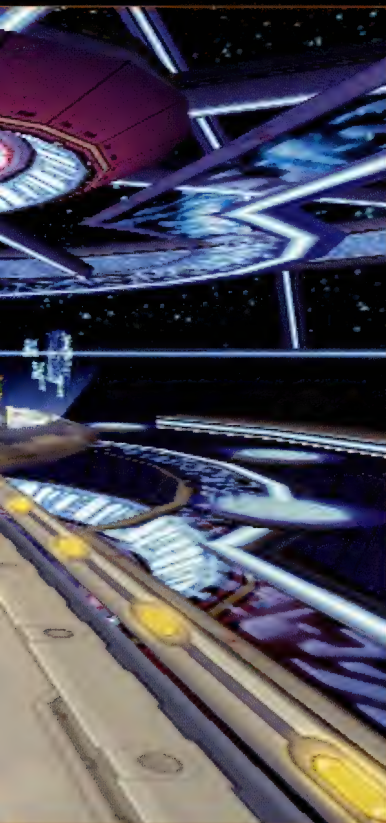
Meseta makes the world go round

When you're all set, you'll begin your journey in a self-contained space station floating through the Algol Solar System. You're a member of Pioneer 2, a team of interstellar refugees on its way to colonize a new planet. The group is traveling in the wake of an earlier team, called Pioneer 1, which had been sent years ago to terraform the land—but which went suddenly off

the radar (literally) just before Pioneer 2 is about to land. More on that later.

While on the station, you'll discover merchant shops, information hubs and transporters which can take you down to the new planet's surface. And in order to beef up your character's arsenal, you'll need the right amount of the *PS*-standard "meseta" (money) in order to purchase any goods. So first, you'll need to ask for advice and help at the info desk below the main deck.

Once you've spoken to the head of operations at the information desk, you'll receive all the necessary goodies (like a field map) and get access to the main transporter in the city square. According to the man behind the desk, you're one of a few select people who possess both the skills and qualifications necessary for joining the research team. What does the research team get to do? Well, it explores the planet's surface far below—focusing on the environs of a gigantic explosion that (it



Everything in *Phantasy Star Online* is rendered in lovely, textured polygons. From the townspeople to the creatures that inhabit the various dungeons, every denizen of this world is equipped with great realtime animations and wicked special effects. No one does colors like Sonic Team: You really feel like you're in another world.



landed on the planet, you're and waves of freaky monsters."

turns out) was what wiped out all communications with Pioneer 1. Lucky you.

Once you've taken the job and landed on the planet, you're in for a few nasty surprises—and waves of freaky monsters. Your task is to defeat them, while collecting as much meseta as your handbag can carry.

Field Work

Three distinct areas are accessible right now, each containing different types of creatures with unique attributes. The Lava Zone is a fiery cave buried deep within the planet, whose inhabitants are immune to the effects of heat. The Deepest Cavern Zone is full of dangerous creatures, maze-like pathways, puzzles and traps. And the River Mouth Zone is a huge open area riddled with poisonous plants and hatches that open into hidden areas.

There are 50 or so different quests, ranging from battling huge bosses to finding magical items or using team-

work to move obstacles that block entrances to new areas. Dungeons are commonplace, and generated randomly by the game. This means that monsters, items, doors and the path you need to follow will differ every time you play. And Sonic Team CEO Yuji Naka has stated that once the initial quests have been completed, the team may be adding even more, in order to make this world a constantly evolving place where there's always something new to do.

While this option is still up in the air, we're quite content to hack our way through monsters while deciphering the mystery behind Pioneer 1's disappearance. Randomly placed ground pods, called "cels," contain bits of story as told by its long-gone team members, and events will help to guide you through the game's loose plot. But don't depend on the storyline to keep you enthralled throughout the length of *PSO*...it is, ultimately, a game

of action and online teamwork. In fact, it's more like the early computer RPGs of *Wizardry*'s ilk than it is like *Final Fantasy*, but the core role-playing elements remain strong.

Brave New Word

As the title suggests, *PSO* is meant to be played over the Net. When you begin a game, you can choose to play either offline or online. If you choose the latter, you'll be automatically transported to the massive mothership where you'll enter one of ten different sections. Each section branches off into yet another ten lobbies, and in each of these lobbies, you'll meet up with other players and marvel at each other's wonderfully customized avatars. Think of it as a glorified chat room with a purpose (usually).

This might not sound so exciting, but it's a whole different experience when you do it for the first time in person. Imagine communicating with >>

Q As an online RPG, there is an odd structure to *PSO*—lots of levels rather than a coherent world. Why?

A You know, the story is not that expansive. There is one dungeon [split into various subsections], and you're able to explore and enjoy it with other players. There's a central plot, but this isn't a standard RPG and shouldn't be compared in a standard way.

Q Did you consider other methods for communication and translation, besides the branch translation system that is currently used? Why did you finally opt for this system?

A I've been thinking of creating this type of communication system for more than five years now; I really wanted to design a system allowing people from all over the world to communicate together. But there were many elements I did not know how to handle—I spent much time on paper trying to find a way.

I started with words. We are still working on the word select system: Japanese and English are quite easy, since there is only a problem of word location in the sentence, but in Spanish or French, there are male or female words with so many rules that it's been a nightmare. Last month, we had to redesign the entire system!

This "universal" translator is a first for the entire game industry, which has been a real challenge. The word select system has 2000 words so far, but I realize that players would like to use more words than this to express their feelings, and it's been incredibly difficult to satisfy everyone. I'm picturing that in ten years, people will look back at *PSO* and laugh while saying something like "Wow. There were that few words back then?!"

Other companies will soon begin to consider the possibilities, and will most likely improve upon it. If you're first, you cannot make something perfect.

Q Are there plans for translating *PSO* into more languages than the current five?

A For the moment, no. For example, Italian would be great, but it would take too much time to reimplement it. I would also like to include Portuguese and Korean—in Korea, the interest in the Internet is booming! But at this time, I will stay at five. I believe that in the future, there will be a company offering a system with ten languages!

Q How important is the identity of your character? How would players go about creating more than one character?

A It is simple. One VMU, one character. So if you put two VMUs in the controller, you will have access to two characters. If you have ten or 20 VMUs, you would be able to create that number of characters. >>

Q Will we ever catch you online, playing *PSO*?

A Yes! I still don't know if I will design a special character to do so, but I'll play it just after the launch in a standard way. I've played *Chu Chu Rocket* plenty of times online, as well—it's a huge pleasure playing Sonic Team games online with other gamers. This time, with the word select system, I really want to chat with international gamers. I would love to ask them very precise questions, but it will be difficult with the vocabulary of the actual word select system.

Q Would you have preferred a massively multiplayer game rather than the four-player option you have here? Or does the game benefit from a smaller number of players?

A To put up servers able to support so many users from all around the world, it would probably take two years for the technical programming alone! So we had to stay on a lower scale. All in all, I really would have liked to have had six additional months to finish *PSO*; when you are close to the end of a development you want to add more and more features. I would have to push the game off into the 21st century, though, and my goal was to release the game in Japan in the 20th century.

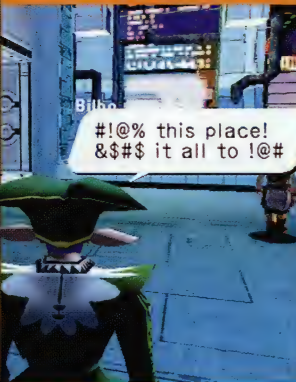
Also, you cannot write to the GD-ROM. There is no hard disk inside Dreamcast, so it's very difficult to store data in order to properly enjoy "massively multiplayer" gaming. I guess PS2 or Xbox will have these types of games, using their hard drives. [But with *PSO*] I think it will be incredibly difficult for them. Even if they start now on that type of project it would be impossible for them to release it in under two years. We still don't know if PS2 will be around in two years' time. [Meow.—Ed.]

I think it would be great to have a hard disk, but given what's happening on games like *Ultima Online* or *Ever Quest*...both games are continuously updated through internet-distributed patches. The companies that make these games are constantly working, getting prepped to do just that. After all, it isn't like *Phantasy Star Online* is going to have a lot of competition from other Net-ready RPGs—and even after other titles join the party, we'd bet that *PSO* holds its own as the game that every player wants to dance with.

All About Algol

What can fans of the series expect to get out of this iteration? Quite a bit. Enough PS references pepper the game to please the veteran *Phantasy Star* set, incorporated within enough innovative gameplay to welcome newbies. And then there's the added

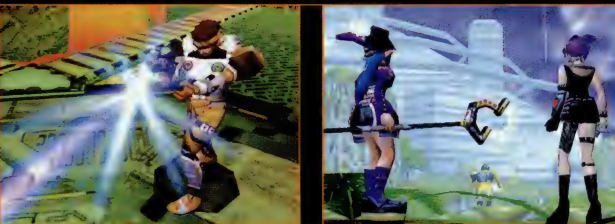
STOP MAKING SENSE



Chat rooms. Love 'em or hate 'em, they bring together the best and the worst of us gamers, relying on a common culture and language to bridge all of the gaps in between. And this means—you guessed it—that there are limits to what Sega will allow gamers to say. We weren't surprised to discover that there's an automatic censoring program included here, which keeps those with sensitive eyes and ears buffered away from the salty, sailor-tongued set.

Type an expletive in, and you can expect it to be represented by all manner of innocuous asterisks and symbols. It's an interesting feature that's sure to enrage and stymie thousands of players. Our advice? Don't even bother trying.

Ah, pixie goodness is back—and joined by a host of android warriors packed in for good measure. You'll have to choose your character wisely at the outset, though, to avoid being stuck with a close-range fighter rather than a spell-slinging mage. It's entirely up to you, and it all depends on your preference and the enemies you'll be fighting.



"Select a message in your own translates it into your fellow

friends and strangers, all equally eager to bash in some dragon skulls, and then forming a complete party to do exactly that. It's a thrill like no other. And the options are nearly endless.

You can talk to any of the lobby officers in order to find out what your choices are or to register your party for

It's a freedom unlike any other—and it's even international!

Sonic Team has come up with a neat trick to overcome international communication problems. The game includes what is referred to as a 'Word Selection System': i.e., a lexicon of 2,000 commonly used words and

people around the globe will be playing at various times of day. Sega reckons that the network will therefore cope well with the demands placed upon it at launch. And of course, if the game is hugely popular, Sega can always expand the network. We wouldn't be surprised if there's a lot of activity

on updating their products. Meanwhile, they don't have the time to work on a completely new, if not on Sonic Team's been the same thing with *PSO* over the years. Do you really think a second or third iteration would be possible?

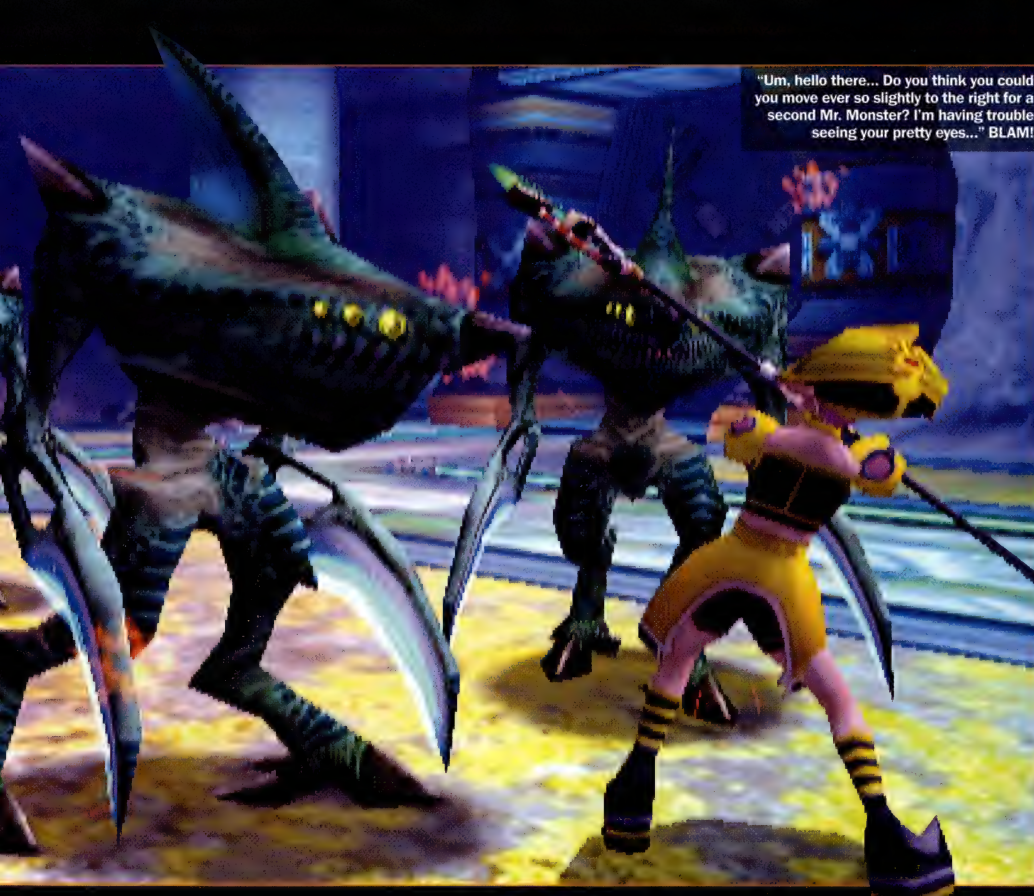
I think it's always better to release a new game rather than spending all that time on games that are the same. I think the same word feature something new is a better move. I think it's a better move than the old one. I think it's a better move than the old one. I think it's a better move than the old one.

your party (if you can't find a full group of four, you can arrange to have CPU characters round out the gang), you'll create a team name and unique password of your own. This way, it's possible to keep meeting up online with a select number of acquaintances in order to keep your game exclusive.

There's also the option to use a buddy list comparable to those found on AOL or other chat servers. If you choose, the game will alert you if a former traveling companion is online, so you can track 'em down and team up for more monster-hurting shenanigans. Or you can find new team members.

language, and *PSO* instantly d it into your fellow adventurers' tongues. It's a bold idea, never a before by other online titles, and should make the experience a global affair.

How can this be possible? Infrastructure of 20 servers will be implemented throughout Europe, US, Asia and Japan. Put together, Sonic Team, they can accommodate up to 20,000 players simultaneously. Although this might not seem like a huge number when you consider there are five and a half million worldwide, time differences m



"Um, hello there... Do you think you could you move ever so slightly to the right for a second Mr. Monster? I'm having trouble seeing your pretty eyes..." BLAM!



language, and *PSO* instantly adventurers' native tongues."

bonus of being able to work through the game in singleplayer mode, which enables you to buff up your character so you can avoid being shamed or taunted by other avatars online.

But don't count on finishing the game on your own. The monsters are tough and the bosses even more so: so you'll need all the help you can get from your fellow humans in order to call it a successful day in *PSO*.

With the game's impending release set for January, you won't have to wait long to test its waters for yourself. Will it be worth the six years we've spent without a new chapter in the *PS* series? We'd like to play through the final version before we make that call, but what we've seen so far hints strongly at an industry-changing title. *PSO* is about to become one of the biggest precedent-setting events in console gaming history.

Don't miss it.

KNOCKIN' ON HEAVEN'S FOUR

Phantasy Star I

Where it all begins. Back in 1987, this first chapter follows heroine Alis and her three companions across the Algol Solar System, as they avenge the death of Alis' brother. Death, glory and a very ugly end boss await them.

Phantasy Star II

Two years later, the sequel arrives. Government operative Rolf is sent to find out why the Mother Brain that rules a world called Mota has been corrupted, aided by Nel, a constructed being (i.e., hot android-type chick), and a soldier named Rudo. While battling, Rolf learns important things like why android chicks are so darn hot.

Phantasy Star III

1991's installment included three heroes from three different time periods in a civil war setting. Returning to the Algol Star System, the game follows Rhys, Maia and Mieu (hot android chick #3) as they draw ever-closer to... (drumroll) yet another shocking conclusion!

Phantasy Star IV

1994: year of the mega-epic finale. Chaz Ashley embarks on a quest to decide the fate of the cosmos. A Newman, an Esper and an android chip in to help Chaz vanquish his foes and his fear in order to save the universe and pad his wallet with big earnings from the Hunter's Guild. The largest, longest and (some say) the

best title in the entire series. We loved it.



Q On that note, what about sequels?

A It is a possibility that *PSO* will evolve into a series, but developing this title alone has consumed pretty much all of our time and energy! However, as we get closer to releasing the game, I think many of the team members have begun to come up with all kinds of different features that they would have loved to include. So the appeal of making a sequel is getting stronger. Maybe we will decide to make a second episode instead of an Append disc [add-on or enhanced version discs are called append discs in Japan]. But it will still depend on how much new stuff we would be able to put inside of a *PSO II*. If the changes we'd like to implement or the features we'd like to add after the release of the first episode are not significant enough for a second episode to be developed, we may look into making an Append disc.

Q Both *PSO* and *Sonic* look amazing. How is it that Sonic Team is one of the only developers to get this sort of visual performance on Dreamcast?

A It is sooooooo hard to get to this level. I really believe that every developer is working just as hard. I guess the big difference is in design sense. This is one strong point in our [team's entire body of work], I think.

Q What are your expectations for *PSO*?

A One million. I would like *PSO* to be a million-selling title. But who knows? I know that the US will be our main market, and for the moment, feedback has been really great about the project. I really spent an infinite amount of time plunging deep into the machine of Dreamcast to see how it was meant to perform...what it was meant to be both ideally and realistically. And *PSO* was the clear answer. In a way, it's the killer app for Dreamcast: it uses every aspect of the system, including the most important feature, the modem. I hope that people really understand and truly enjoy this game, as they should.

H A L F

**INCLUDES
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NEW
MISSION!**



❖ New weapons, characters and effects designed to take advantage of Dreamcast's power.



❖ Intelligent characters and an intense story create a unique action game experience.

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MATURE
M
CONTENT RATED BY
ESRB

Animated Violence
Animated Blood

- L I F E[®]

"THE BEST FIRST-PERSON SHOOTER OF ALL TIME..."

-Official Sega Dreamcast Magazine



Just another day at the office. Or so you thought...until your experiment blew up in your face. Now, with aliens coming through the walls and a military death squad killing everything in site, you're scrambling to stay alive. Half-Life combines great storytelling with intense action and advanced technology to create what many consider to be the greatest action game experience of all time.

Plus, here for the first time is an entirely new Half-Life mission created exclusively for the Dreamcast - Blue Shift! In this huge new campaign, you take command of a security guard at the Black Mesa research facility and battle your way through the chaos of an alien invasion.



❖ Huge new mission, Half-Life: Blue Shift - designed just for the Dreamcast!



❖ Play the game that has won more than 50 Game of the Year awards from publications around the world.



gearbox

DEVELOPED BY
VALVE

SIERRA
STUDIOS

Sega Dreamcast

COMING SOON



Floigan Brothers

Brothers gonna work it out

After more than a year of NSA-like secrecy, Sega has finally allowed us to peek under the blouse of its highly-anticipated adventure title, *Floigan Brothers*. And we're happy to give you the full report on what may be the zaniest, kookiest and downright wackiest game you'll play this year.

Taking place in a crazy 3D junkyard, the game concerns two brothers, Moigle and Hoigle, whose mismatched size and intelligence quotients usher to mind fond memories of Lenny

and George, Ren and Stimpy and *Beyond Thunderdome*'s Master/Blaster. Players have direct control over Hoigle (the shorter and more competent of the two), but must learn to communicate with and take care of big, bad Moigle as well (although Moigle isn't exactly the sharpest tool in the shed, he has a mind—or at least an agenda—of his own). You'll have to get Moigle and Hoigle to work together—through both direct action and indirect manipulation. If Hoigle is unable to reach something on a roof, for example, you can

badger Moigle until he gets angry and throws Hoigle onto said roof.

Oh, Brother... see if you can match 'em

Michael	David
Franz	Chong
Joel	Terence
Donny	Emelio
Sean	Liam
Cheech	Simon
Philip	Tito
Charlie	Ethan
Noel	Marie
Simon	Hans

ANSWERS: Michael/Tito, Hans/Franz, Joel/Ethan, Donny/Marie, Noel/Hans, Simon/Simon, Philip/Terence, Cheech/Emelio.



The plot focuses on an evil oil baron, who discovers that the junkyard inhabited by the Floigans is actually the precise location of a lucrative oil field: so he attempts to put the brothers out of business. It's a competent retelling of a classic anti-big business parable, and it gives you ample incentive to get your lug of a brother to pull his own weight.

What makes the game so distinctive—aside from its Tex Avery-inspired brand of slapstick humor—is the detail evident in every part of its

"Floigan Bros: who doesn't love an oddball?" EVAN SHAMMOON



Who runs Bartertown? MASTER BLASTER RUNS BARTERTOWN. Floigan Brothers is definitely not your average videogame. No blood, no killing, no saving the universe, no kickflips, no first places, no last places, no breasts, no elves, no death and no taxes.



Visual Concepts has promised top-notch (er—notch) voice-acting talent for the characters in Floigan Bros. Every line in the game will be voice-acted, which makes the kids (read: us) happy. Which way did he go, George?

design. Visual Concepts has created lovely characters with full 3D movement, who are well able to access and interact with nearly everything in their surroundings. Some of these actions are necessary to move ahead in the game, while others will merely provoke some sort of sight-gag and/or emotional response: accidentally stumble into the river, for example, and you'll shoot out of the drainpipe.

The player's relationship with Moigle is important as well, since his evolution throughout the game will hinge greatly upon the way

in which he is treated. The more frustrated you become with the goofy doofus, the less friendly and responsive he will be towards you. It's a curiously converse nod to Lionhead's upcoming *Black and White* and, depending on the depth it provides, it might just be the sort of interesting twist that'll take Floigan's gameplay over the top into excellence.

With wonderfully cartoonish 3D graphics, interesting and varied mini-games and the potential to take man-machine interaction to some entirely new plane, Sega may well have built itself one of the year's most inspired and enjoyable

sleepers. This oddball's got loads of talent: Here's hoping they get it right.

EVAN SHAMMOON

Dreamcast

PUBLISHER SEGA DEVELOPER VISUAL CONCEPTS
GENRE ADVENTURE ORIGIN US PLAYERS 1
RELEASE DATE Q1 2001

PLUSES [+]

Graphics are cartoony as hell, and the interaction with Moigle was cool

MINUSES [-]

Some puzzles seemed a bit too obvious, while some seemed too obscure

BOTTOM LINE [-]

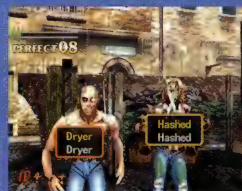
Time will tell whether or not this game manages to capture that old LucasArts magic. We're crossing our toes

Welcome to COMING SOON

Previewed This Month

Anticipation is sweet, and these DC games could be even sweeter. Read on, and find out what you'll be playing in months to come!

- 18 WHEELER: PAT/46** Breaker 1-9, you got your ears on?
- SONIC ADVENTURE 2/48** What's blue and has 'tude?
- PROJECT JUSTICE/50** Watch these rival schools duke it out!
- FIGHTING VIPERS 2/52** The return of a legendary 3D brawler.
- HEAD HUNTER/54** E3's mysterious game reveals its secrets...
- ALIEN FRONT ONLINE/56** Online, alien-smiting goodness!
- TYPING OF THE DEAD/58** Weirdest. Game. Ever.



Is the keyboard mightier than the zombie? Fran Reyes thinks so. She's so into it that she made a harness for her keyboard just like the one in the game (page 58). 18 Wheeler lets you take to the open roads of America, in crazy Crazy Taxi style. (page 46)

INCOMING!

All Dreamcast, all the time: planned releases for 2000 and beyond

Bangai-O Shooter	Dec	Gorka Morka Racing	Feb
BANG! Gunship Elite Shooter	Dec	Out Trigger Shooter/Action	Feb
Charge'N Blast Action	Dec	Project Justice Fighting	Feb
Coaster Works Sim	Dec	Alone in the Dark IV Adventure	Feb
Ducati World Racing	Dec	Matt Hoffman's ProBMX Sports	Feb
Evil Dead: Hail to the King Action	Dec	Commandos 2 Action	Mar
Grandia II RPG	Dec	Floigan Brothers Action	Mar
Half-Life FPS	Dec	Soul Reaver 2 Adventure	Mar
Heroes of Might & Magic 3 RPG	Dec	The Mummy Action	Mar
Iron Aces Flight Sim	Dec	18 Wheeler Ampro Trucker Driving	Mar
KOF: Evolution Fighting	Dec	Ooga Booga Online/Action	April
Max Steel Action	Dec	Bombberman Online Action	Q2
Prince of Persia 3D Action	Dec	III Bleed Action	Q2
Record of Lodoss War RPG	Dec	WSB2K2 Sports	Spring
Resident Evil 2 Action/Adv.	Dec	Crazy Taxi 2 Action	Summer
Stunt GP Racing	Dec	Samba 2001 Music	Summer
Surf Rocket Racer Racing	Dec	Bass Fishing 2 Sports	Summer
System Shock 2 Shooter/RPG	Dec	FarNation Online RPG	Summer
Sno Cross Int. Champ. Racing	Dec	Agartha Adventure	'01
The Grinch Action	Dec	Black And White Strategy	'01
Tomb Raider Chronicles Action/Adv.	Dec	Buffy the Vamp. Slayer Action	'01
Xtreme Sports Sports	Dec	Head Hunter Adventure	'01
World's Deadl. Pol. Chases Driving	Q4	Heavy Metal FAKK Shooter	'01
Star Wars Super Bombad Racing	Q4	Legend of the Blademasters RPG	'01
Urban Chaos Action	Q4	Shrapnel Urban Warfare 2025 Action	Feb
Armada II Shooter/RPG	Jan	NBA Hoopz Sports	'01
Dark Angel: Vamp Apocalypse Action	Jan	Planet of the Apes Action	'01
Daytona: Network Racing Racing	Jan	Peacemakers Strategy	'01
Dragon Riders Adventure	Jan	Roswell Conspiracy Action	'01
Phantasy Star Online Online RPG	Jan	Soldier of Fortune Action/Shooter	'01
Typing of the Dead Edu-horror	Jan	Sonic Adv. 2 Platformer	'01
Unreal Tournament FPS	Jan	Galleon Adventure	TBA
Alien Front OnlineShooter/Action	May	Picassio Action	TBA
		Quark RPG	TBA



The game uses a modified version of the Crazy Taxi engine, but we'd almost go out on a limb and say that it looks better than it plays. It's especially pretty when you see it in person, even in its unfinished state. We were very impressed with how sharp and clean the lines were (these shots don't quite convey that, of course, but then, the camera always adds ten pounds).

18 Wheeler: Pro Trucker

Will Sega haul ass or drop a load? Well so far, it looks truckin' awesome.

If Crazy Taxi is crazy, then this 18 Wheeler: American Pro Trucker is downright ludicrous. But hey, there's a first for everything. And if Sega has anything to say about it, 'everything' includes a whole new genre of cross-country trucking sims. With the exception of cat-calls, CB radios and 'resting' at private rest-stops, this is about as close as many of us will get to being real-life truck-drivers.

You begin by choosing a driver and a big rig (you'll have four to choose from), and the type/size/flower of the cargo you're going to haul from New York to San Francisco (and no, you can't choose a flatbed full of downtrodden New Yorkers migrating Westward to find 'a

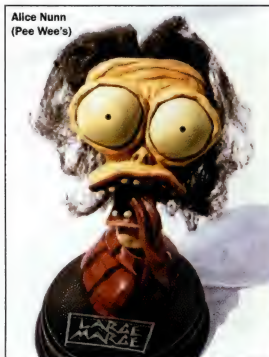
mellow, gentler City'). The heavier your payload, the more difficult the handling—and, of course, the larger the bounty you'll receive at the end of the line, if you get there intact.

Once you've taken care of these particulars, it's time to stretch your legs, climb up into your tricked-out big rig and head out to the open road, where you'll face off against

the baddest trucker we've seen since Large Marge—your remarkably diabolical arch-rival, Lizard Tail. Ever seen Steven Spielberg's 1971 movie *Duel*? The one where this guy gets

chased by a sinister, faceless truck driver like, unto death does him part, for the length of a feature film? Well, Lizard Tail is on a par with that Faceless Scary Truck Dude on any scale of pure evil. He's a slimy bastard who's willing to do anything he can to make his way west before you do, from cutting you off to dumping his cargo out on the road to hauling—gaspl—undeniably harsh insults in your general direction.

Now, throw in some truly overzealous law enforcement officers, some fast-forwarded, amazingly hyperactive weather patterns and—nother gaspl—a pile of debris even higher than the mound on Chris's desk, and you've got something that's a little better and badder than



Scary as Hell

OKAY, WE'RE MAN (AND WOMAN) ENOUGH to admit it: The first time trucker-of-all-truckers Large Marge went all crazy-like in Pee Wee's *Big Adventure*, we were very scared. In memory of that great moment, we're going to play a little bit of the old Six Degrees of Kevin Bacon with Ms. Alice Nunn, who so gracefully played the role of Large Marge. Here goes: Alice Nunn plays the woman parole member in *Who's that Girl?* with Madonna. Madonna joins Geena Davis in *A League of Their Own*, who joins Harvey Keitel in *Thelma & Louise*. Keitel acted alongside DeNiro in *Mean Streets* (among others), and then DeNiro teamed up with Kevin Bacon in *Sleepers*. And there's your six degrees.



Madonna
(*Who's That Girl?*)



Geena Davis
(*A League of Their Own*)



Harvey Keitel
(*Thelma & Louise*)



Robert De Niro
(*Sleepers*)



Kevin Bacon
(*Bacon*)

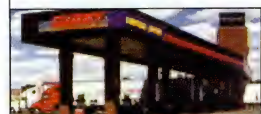


Sega has modeled the game's level system to mimic the American highway system. And let's face it, the game itself mimics real life: when's the last time you saw a truck that wasn't driving like a directionally dyslexic bat out of hell?



As you approach an SUV on this freeway, think about all of the times you've had to crawl through supermarket parking lots behind some 4-wheel-drive vehicle that slowed to a near halt every time it hit one of those pissant little suburban speed bumps. Yep, it bugs the hell out of us, too. Kill, Butch, kill!

your average cross-country drive. If an orangutan (or other primate of equal or lesser



Truckin' Slang

back row *n.* The area at some truck stops where hookers hang out.

having shutter trouble *v.* Falling asleep, as in, "He was having shutter trouble when he hit that tree."

motion lotion *n.* Fuel.

plain white wrapper *n.* Unmarked cop car.

reefer *n.* Refrigerated cargo trailer.

haulin' dispatcher brains *v.* Pulling an empty trailer; 'deadheading'.

greasy side up *adj.* Flipped over.

For more trucker-speak on the web, visit <http://www.vis.lbl.gov/~slaw/trucks/slang.html>

value) rode shotgun in these trucks as your wacky and whimsical sidekick, this game could pass for a fantastically successful feature film.

These rigs handle like the multi-ton beasts that they are—tight turns and precision steering are nowhere to be found, so you'll be learning a whole new style of driving. Destroying the relatively puny cars and SUVs in your path is quite cathartic—and especially cool is the game's slipstream feature, which gives you an added burst of speed whenever you place yourself in the wake of another truck.

Much like *Crazy Taxi*, the game manages to thrive on quirky and addictive gameplay in ways that you could never

imagine unless you'd played it. And with four levels and 20 stages along the way, you'd better be sure to pack a whole lot of NoDoz for the trip.

Much like its yellow-checked colleague, the Dreamcast version of *18 Wheeler* takes the standard arcade single-player mode and tears into it like a ravenous pack of wild hyenas. Not only does the game provide an assortment of mini-games—like the 'Parking Challenge', where players must race against the clock as they burn rubber through a cramped trucking depot—but it also taps into the glory that is multi-player gaming. *18 Wheeler* jacks into SegaNet for some real, honest head-to-head

racing mania, adding a few online-only options—like a Score Attack mode which allows players to post their single-player scores for worldwide ranking—just to round out the menu of fun.

And as if all this wasn't enough, you're even able to save up cash to buy fuzzy dice and roach-clip feather-type thingies with which to decorate your massive vehicle. Save up enough of these things and you'll obtain the ultimate prize: a crazy super-powered horn that's strong enough to blast objects out of the way with the sheer density of its sound waves. (How cool is that?)

The game still has a fair amount of development to go before its January release; hopefully the team will use this

time constructively. Muchos minigames and a good soundtrack would make all the difference (hint, hint). Doubtful? Try the game on our demo disc in this issue if you don't believe our hype. EVAN SHAMOON

Official Dreamcast Magazine

PUBLISHER SEGA DEVELOPER AM2
GENRE TRUCKIN' SIM ORIGIN US PLAYERS 1-2
ONLINE YES RELEASE DATE FEBRUARY

PLUSES [+]

Absurdly great concept, excellent design. And the graphics are hella pretty.

MINUSES [-]

Much like real trucking, we suppose, this runs the risk of growing old

BOTTOM LINE [-]

We can't wait to stop making stupid truck references and just play the game



Sega has stated that this city, which looks exactly like San Francisco, is not—repeat, not—San Francisco. Sure. Whatever. Anyway, watching Sonic board down these hills is an amazing experience—it really exceeds the punch of anything in *Sonic Adventure 1*.



Sonic Adventure 2

Like our mamas told us, the 87th time is always the charm

It's true. According to Sega, Sonic characters have been in 86 games (and other programs) since Sonic first burst onto the scene in 1991. Damn. Of course, the hedgehog has only had two outings so far on Dreamcast, and one of those was a party game. With *Sonic Adventure 2*, Yuji Naka and Sonic Team are seeking to redefine the character, the gameplay, and even the Dreamcast as dramatically as the first *Sonic the Hedgehog* redefined Genesis and gaming itself a decade ago.

And from early reports, it looks like the company is well on its way to succeeding. First shown in very early form at the

last E3, *Sonic Adventure 2* has come a long way in six months. Originally scheduled for release this Spring, it has been pushed back to Fall 2001 (that's the tentative US release date, anyway) to ensure that the team has enough time to make the game everything they want it to be. And if the development process succeeds, *Sonic*

Adventure 2 will totally change your perception of just what a Dreamcast game can be.

How? The graphics, for one. The textures are far beyond anything seen in any realtime game to date, on any system, and the levels show clear proof that Sonic Team has been getting intimate with the bare metal of the system. Each level has

been carefully constructed to maximize the total current potential of Dreamcast. Draw distances are massive, and huge vertical drops are common. Clipping has been all but eliminated, and several new libraries of lighting and special effects are in the works. The result should be an absolute visual dream.

Although only a few characters have been revealed so far (Sonic, Knuckles, and Dr. Robotnik), sources tell us that five new characters, pulled from former *Sonic* games on Genesis, Game Gear and arcade platforms, will also join the party—introducing new styles of game play in the process. As usual, of course, the bulk of the play will involve Sonic facing off against Robotnik's devious machines and weapons, but in this game, you can expect to see something a little more sinister than good old Dr. Robotnik as well.

That's right: Dark Sonic will indeed make a reappearance in the series. There's no



The Sonic Hedgehog Gene

DID YOU KNOW THAT THERE'S A GENE named after Sega's mascot? The 'sonic hedgehog' gene (named, depending on who you ask, after the blue dye used to identify it or its spiky appearance) apparently helps regulate anterior-posterior limb patterning in animals—and oddly enough, it's also about to become part of a pharmaceutical cocktail served to balding men in order to stimulate hair growth. It's a pretty popular gene, too, featured in several dozen articles across the Net.



Oh, that Knuckles! Most of your favorite Sonic characters are back this time, including Knuckles and, of course, the evil Dr. Robotnik (who, we hear, got his doctorate in Slavic Linguistics and did his dissertation translating an old Russian text). Weird.



It's Chao chaos! Just as in the last game, collecting, raising, and keeping Chaos healthy and happy plays a major role in the game. It's a departure from the typical action found in Sonic games, but it's a welcome addition that keeps things interesting. According to a Sonic Team spokesman, there will be VMU games included with Sonic Adventure 2. Hopefully, some kind of Chao wrangling will be part of the VMU lineup.

official word on just what he'll do or how he'll do it, but we're led to expect to see some serious challenges to our favorite blue mascot.

And as in the last game, the management of Chaos will play a major role; you'll have to collect and regroup them from all over the world. It's possible to have limited communication with the Chaos, but more importance is placed on how you manage them. You've got to bring them up, take care of them, heal them when they're sick, etc. Just like in Sonic Adventure 1, there will be mini-games aplenty for your VMU—and a few hidden inside the main game, as well.



Sole Reaver

CROSS TRAINERS made to grind? Formerly available only as power-ups, grind-able sneakers can now be found online. Soaps (www.soap-shoes.com) feature hard plastic tracks set into rubber soles, which can grind rails and curbs with ease (after you've peeled off the "By peeling off this sticker you waive your rights to sue" sticker).

To keep Sonic fresh in his 87th outing, Sonic Team has equipped him with several new accessories, the coolest

probably being a new pair of shoes that enable him to grind on various surfaces. These shoes and other items permit the hog to have tons more interaction with the 3D backgrounds of levels than he ever had before—one amazing sequence in the demo, for instance, shows Sonic dropping from a helicopter with a surfboard on his feet, all the way to the street below...where he proceeds to surf the not-San Francisco hills. Underwater sequences are also planned, and we assume that the task of keeping Sonic from drowning by locating air bubbles will factor heavily in gameplay. (While we're on the subject,

does anything ever get your heart pumping like waiting for a bubble to show up in a classic Sonic game, as Sonic slowly runs out of air while music swells in the background? Us, neither.)

Although there's no word yet on online play, smart money says that there'll be at least some kind of Internet component to the game—although exactly how it would work is unknown at this time.

At any rate, it's clear that Sonic Team plans to take its mascot to the next level, with hundreds of new additions to the game. Hopefully, the team also plans to shore up the one

weak point in Sonic Adventure 1: its sometimes out-of-control control. CHRISTOPHE KAGOTANI

Official Magazine Dreamcast

PUBLISHER SEGA DEVELOPER SONIC TEAM
GENRE SONIC! ORIGIN JAPAN PLAYERS 1 ONLINE
TBA RELEASE DATE FALL 2001

PLUSES [+]

A new Sonic game, with more to love than ever before! We can't wait to grind the world

MINUSES [-]

Let's hope the team tweaked the controls from the first game

BOTTOM LINE [-]

Sonic is approaching his tenth birthday, and while there have been some highs and lows in the past decade, no one can make you realize just how cool games can be as well as Sonic can



Many fan favorites from the *Rival Schools* series return for *Project Justice*. Schoolgirl Hinata is back for more of her high-kickin' antics, as is juvenile slugger Shoma, who displays some rather nasty bat 'n' ball specials that send opponents flying. Along with these returning characters come a ton of new playable fighters. To know 'em is to love 'em. But will these crazy kids ever graduate?

Rival Schools 3: Project Justice

3D fighting: three times the fun?

Many Capcom fans may have been turned off by previous *Rival Schools* games, with their precious, cuter-than-Olsen-twins look and humor. If you were one of those people, you missed out on experiencing some of Capcom's best—yes, we said 'best'—3D Japanese fighting games. We're not afraid to admit how much we loved these games. Somehow, the extremely exaggerated moves of the *Versus* games seemed to blend perfectly with the unique look of the *Rival Schools* series. And fortunately, *Project Justice* seems to be at least as good as its truly excellent predecessors.

As in the previous games, moves are executed in the typical *Street Fighter* fashion.

Combos are carried out exactly as they are in the *Versus* games; players can chain together a series of regular attacks with special and super moves, in crazy, high flying air combos. Matches are between

two teams of three characters, and although there's no Tag feature available, there are plenty of tag team combos to satisfy any combo nut. These Tag combos are even simple to pull off—usually, all you have to do to activate them is to tap two buttons simultaneously. Of course, getting them to actually work in a truly effective combo takes practice and skill; PJ is hardly a button-masher.

One aspect of this setup that Capcom has drastically changed—and seems to be changing in all of its fighting games—is the control configuration. Now there are only four attack buttons: weak and fierce punches, and weak and fierce kicks. After seeing how well this setup works in *Marvel 2* and *Capcom Vs. SNK*, we are honestly happy that Capcom favors this control system; those two

middle buttons now seem to be completely superfluous.

And to keep players coming back for more, Capcom (as usual) has included a number of modes like Training, Story, Versus, and Survival modes. In order to unlock and obtain all of the secret characters and good stuff, you'll have to earn points in a purchasing system, as in *Marvel Vs. Capcom 2*.

And those of you who disliked the unique look of the other games will be delighted to know that although the goofy character designs are still the same, fighting is set in a darker, more serious atmosphere. Hopefully, this, in addition to very decent graphics, will attract a larger audience (although really, the



Rival Schoolers Unite

With its anime-esque premise and quirky characters, it's no wonder that the *Rival Schools* series has garnered so much attention from Capcom fighting enthusiasts. Capcom Japan even went so far as to sponsor a fanart contest on its website for Burning Justice Academy otaku, who itched to do their own renditions of Batsu, Shoma and the rest of the gang. For US fans, the site to keep an eye on is definitely the *Rival Schools Network*, which lists pretty much everything you'd ever want to know about the various students, teachers and miscellaneous bizarre characters that populate the series. Go to <http://rsnet.telefragged.com/index.shtml> to get properly schooled.



Batsu delivers some sweet street justice to Akira in an aerial kick attack that'll rival (schools) any *Matrix* special effect move.



Part of *Project Justice*'s appeal stems from each team's 'intro' and back story. In Japan, a whole manga series has been built off the fighting series—and we can understand why.



Another aspect of the series' draw for fans is the number of wacky specials and story points. After all, this is a game based around the premise that high school students are all about knocking the snot out of each other to defend their school's honor...or something. Anyhow, thanks to this game's new characters, its storyline is clearly going to be playing a central role; and story points simply make good sense.

The Momo Factor

ALL FANS WOULD agree that Capcom has a singular knack for throwing in an offbeat, whacked out character just to add some 'charm' in each of their games. This is a phenomenon we've conveniently labeled "The Momo Factor." *Resident Evil* has Hunk and Tofu, while *Street Fighter* has Dhalsim and Blanka, and the *Megaman* series has...well, all the characters are a little strange. *Project Justice* has Momo—the racquet-swinging minor with a penchant for busting out with dastardly combos and a name that ought to belong to either a mobster or a gorilla.



gameplay itself ought to be enough to capture the hearts of true gamers—come on, people, it's not like we're asking you to eat, like, a truckload of yams, or something! This really is an awesome series).

Capcom remembered to add all of the extra stuff and tweak the control interface, but there are still some pretty significant problems that have yet to be addressed. First, it's quite clear that the company's 3D games tend to lack the tight feeling of speed and precision that you'll see in any of its 2D fighters. And thus far, *Project Justice* is no exception. For example, whenever characters jump, they seem to float—which makes landing

two-in-ones from the air way too difficult. Also, chain combos and air combos are sluggish—i.e., the lag time between tapping the buttons and seeing the action appear onscreen is too long.

Ironically, the problems inherent in Capcom's 3D games seem to be caused by the fact that they're all based on 2D precedents. Capcom has simply taken the formulas established in 2D and thrown them into the 3D ring, without allowing for the difference in mediums. And besides proving that this method of 2D-to-3D transition just doesn't work correctly, this narrow, 2D-based mentality has caused innovation throughout the

realm of fighting games to stagnate. If Capcom truly wants to revolutionize this genre again, it'll have to start with the question, "What does 3D mean to me?" and not treat that third dimension like an afterthought. **CHET BARBER**

Official Magazine
Dreamcast

PUBLISHER CAPCOM DEVELOPER CAPCOM
GENRE FIGHTING ORIGIN JAPAN PLAYERS 1-2
ONLINE NO RELEASE DATE FEBRUARY

PLUSES (+)

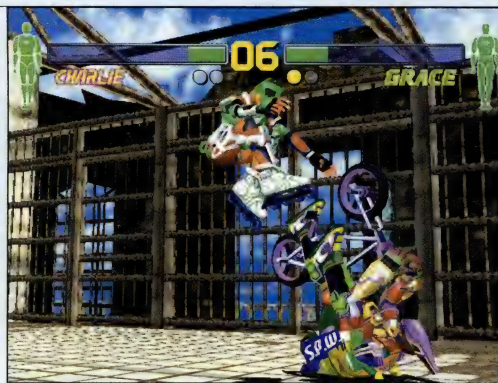
Unique character designs, new control interface, lots of secret stuff, cool soundtrack, lots of combos

MINUSES (-)

Not a whole lot of innovative features

BOTTOM LINE (-)

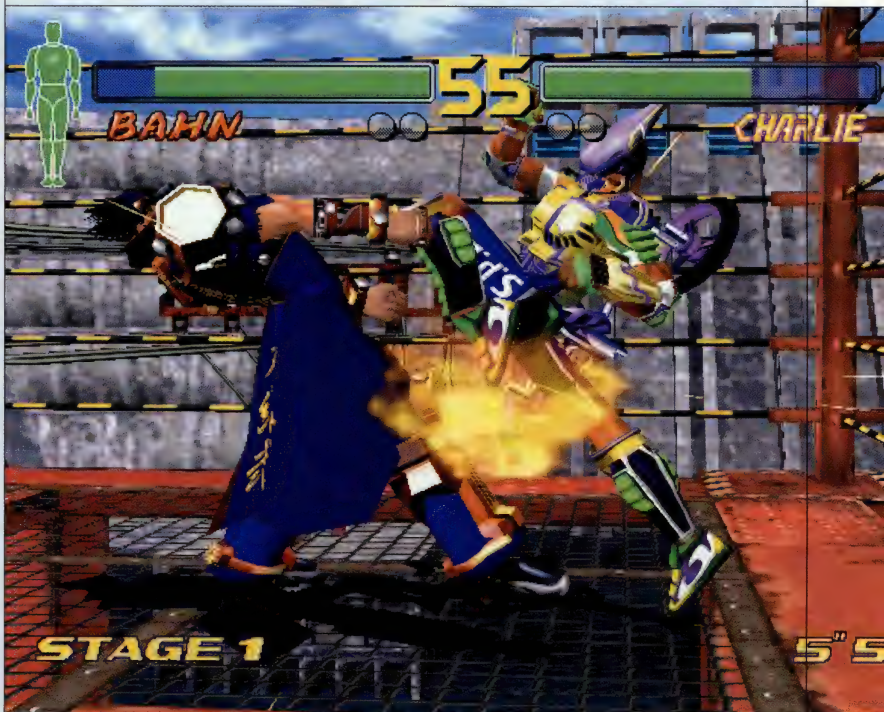
With decent controls, tons of combos, a variety of characters this *Justice* league surely will not disappoint fans.



Somewhere between *Virtua Fighter* and *Soul Calibur* lies *Fighting Vipers*. Most of the attacks are hand to hand, but weapons combat via bikes (top) and guitars (above) also feature prominently. Each character has a few special moves—and if he (or she) is holding an object, this object is usually what the move involves. Check out the body-monitor next to the power bar: it monitors your armor status.



The action is way more frenetic than in your average Sega fighting game, although it's still a little calmer than in some of Capcom's 2D blow-outs. Check out the lighting effect on this hit blow, and the style of armor—all of it can be blown off with the appropriate hits.



Fighting Vipers 2

The return—and certainly not the tomb—of the unknown classic

Although the sands of time have erased *Fighting Vipers* from most gamers' memories, true fans remember the arcade brawler (and its great Saturn conversion) as a high water mark in fighting. With its use of items like skateboards as weapons and its wonderfully destroyable walls, it featured innovations not seen again until games like *Power Stone* and *DOA 2* erupted. Even better, it offered a huge amount of fun and freneticism (is that a word?) [No, but we'll let it slide.—Ed.] without being a button masher, which made it a great counterpoint to the

austerity and subtlety of a game like *Virtua Fighter*.

Now, after years of neglect, a sequel is finally coming to DC. While no US release date has been discussed, it's a pretty sure bet that the game will make the

jump from Japan—if it's only half again as good as the original.

True to form, *Fighting Vipers 2* keeps the gameplay fast and furious. Interactive walls put in another appearance—to affect gameplay, once again—and the clever armor system returns, too.

Basically, each character starts off the game wearing 'armor'. Each suit is stylistically appropriate for each character, so it doesn't always look like the shiny stuff that medieval knights used to wear. And it doesn't make you invincible—it simply offers some protection during the early stages, at the cost of some limitations to fighting moves. In

fact, you may decide either to let the other character smash it off of your character slowly (or quickly, depending on the ferocity of the attack), or throw it off yourself. In any case, watching it fly across the arena adds some serious visual punch to matches—as does the ability to explode walls and to throw characters right through them. You can even finish a match by smashing your opponent with a meteor!

The game features five modes: Arcade, Versus, Survival, Training and Random, and there's also supposed to be an Internet option—although we don't expect actual online play. So. Two years after the release of the

arcade version of FV2, the only question is whether a conversion can stand up against *Soul Calibur* and *DOA 2*. We'll find out soon!

CHRISTOPHE KAGOTANI

Pepsi Man-san!

ONE OF THE COOLEST FEATURES in the Japanese version of FV was its secret character,

Pepsi Man. The Silver Surfer-esque figure is modeled after the popular mascot of Pepsi in Japan, a hero who delivers Pepsi to those in need.



Dreamcast

PUBLISHER: SEGA DEVELOPER: SEGA GENRE: BEAT-EM-UP ORIGINAL: JAPAN PLAYERS: 2 ONLINE: NOPE RELEASE DATE: 2001, WE HOPE

PLUSES [+]

Tons of action, fast pace; armor and walls make innovative additions

MINUSES [-]

Warning: may be a mile wide, but only an inch deep.

BOTTOM LINE [-]

It should look great, but will all gamers like the fighting style? Time will tell...



**"If you get your ass kicked,
it's probably me on the
other end of the line."**

- Fred Durst, SegaNet Member



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"Hi, ladies and gentlemen. I'm Head Hunter, a bounty hunter in futuristic Southern California. I go around riding my motorcycle and shooting bad people. Oh, and did I mention that you can bounce a quarter off my rock hard abs? No?"



Head Hunter

Mr. Fett, take off that tiara—we're passing the crown to a new bounty hunter

One of the most tantalizing surprises that Sega slipped into its recent E3 lineup—bristling with denials, disclaimers, and the PR equivalent of a flashing neon sign saying "Keep Out!"—was a mysterious little title called *Head Hunter*. Rather fittingly, it was being developed in the snowy wastes of northern Europe by Swedish company, Amuze. But beyond a handful of screenshots and some rough video footage, little else was revealed about the game. Until now.

Taking place in a fully-realized 3D world, *Head Hunter* mixes an unlikely story with some very

promising gameplay details in order to give gamers a sneak peek at what the world would be like if the ESRB Rating Board replaced the government. Sound interesting? It is.

Head Hunter welcomes gamers to an altered US of the near-future, wherein governmental censorship has placed a strangle-hold on the culture and law enforcement lands in the hands of private contractors called "Head hunters."

You enter this new world as a shady, shades-sportin' bounty hunter. It's your job to make sure that those wacky kids aren't sneaking any violence into their videogames or movies. The role is double-edged, in

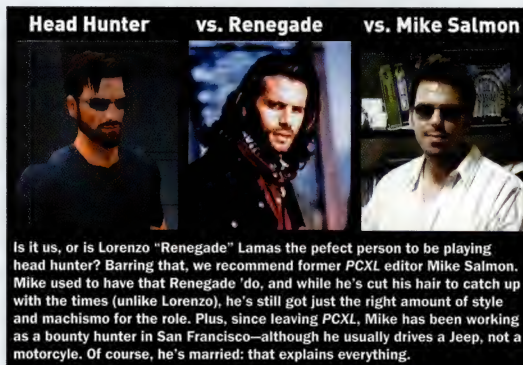
that you'll be using violence to enforce a no-violence law...which is kind of a weird contradiction, but (or therefore)

it makes the whole premise just that much more realistic.

There'll be plenty of evil factions to take down, through

a long and difficult process—which will somehow enable our hero, in the end, to dismantle the overbearing censorship laws altogether. Sounds pretty compelling...but you have to remember that these tidbits are little more than conjecture as *Head Hunter* is still so incredibly early in its development.

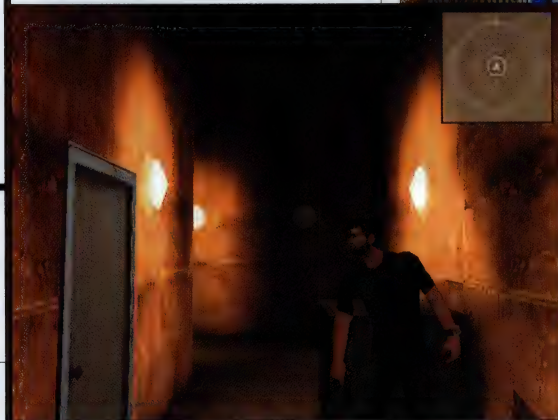
With a storyline that's so fuzzy around the edges at this point, it's the gameplay and the concept that remain the game's strong suits. As evidenced by these screens, you'll have a choice between how you'd like to travel to your various rendezvous points during the game: by foot or by motorcycle. And



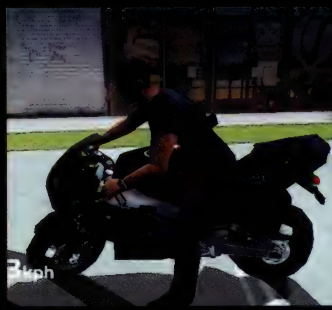


Bathroom Hunter

This poor soul looks like he's eaten a few too many Chicken Crisper lunches at Chillis; he's holding his gut tighter than Evan holds onto reviewable Disney games. In this screen, he finds (at last!) what he has been searching for—the bathroom. Unfortunately, it seems like the stall is occupied. Hope he can hold it—or else, "Clean up on Aisle 4, please!"



Let's hope this game is a cross between the *Resident Evil* series and *Shenmue*.



After you're done drooling over the reflections in that far store window (left), get a load of the sporty bike our hero gets to ride around on. You better get used to it, since this is going to be your main mode of transportation, as well as a nifty way to unlock cool new features and areas in the story mode. Like *Mad Max*, without the nuclear waste or Mel, *Head Hunter* also features a tournament "dome." Right on.

At this point in *Head Hunter's* development, there's not a whole lot going on in the game's environments other than the random punching bag (above) or a closed door (left). While we're quite sure this isn't enough to really get you all excited about playing this game, but from what we've seen in video form, you can expect loads of enemies and thugs wandering the halls (or gyms) for you to attack or be attacked by.

transportation isn't the only reason you'll need access to a two-wheeled vehicle. You'll also need your road hog in order to face off with dozens of challenges across the globe in the ominously named Aquadome.

Yes, you heard right. This is where *Head Hunter's* Internet capabilities come into play: because, in the Aquadome, you'll be racing up to seven other DC owners. If you've got the skills to win, you'll unlock new features and items that will become available to you in the game's story mode. How's that for incentive?

And this is just the tip of the iceberg in terms of what Amuze

is plotting to include. Cool extras like being able to use your VMU as a "beeper" in order to receive different messages or hints makes great use of an unjustifiably under-used peripheral. You'll also be able to use the Net for more than racing, by downloading numeric codes to access new or secret areas that

are otherwise inaccessible.

All of these details combined are supposed to immerse you up to your earlobes in what Sega deems "an interactive movie." That can mean a lot of different things, both good and bad. If it ends up with the "interactive" feel of, say, *Shenmue*, then we're all for it. Imagine a

fully realized world populated by various characters that you must talk to and interact with in order to further the action-driven plot. On the other hand, if it means "two minutes of gameplay in between three continuous cinematics," well, forget it. Who knows which way *Head Hunter* will ultimately jump—but we're hoping for the former.

pages of **ODCM**—we'll be sure to tell you how it's coming along.

FRANCESCA REYES



Gratuitous Boba Fett Boxout #03

As a bounty hunter poster boy, Boba Fett may have a few lessons to teach to the lead character in *Head Hunter*. Because we don't have all of the details on the game yet, we can't tell you exactly what these lessons might be about: but that isn't what you really want to see here, anyway, is it? You just want another *Star Wars*-related boxout! And that's all the reason we need to write one. Here's a question: do the pages of **ODCM** contain more meaningless references to *SW*, or to Yuiji Naka?

While no firm date has been given for the game's release, you can expect it to be poised to launch sometime toward the later half of '01. If it lives up its promise, you can bank on a lot of headlines hailing it as the Next Big Thing in action/adventure gaming. Maybe even in the

PLUSES [+]

Loads of realistic environments and lots of potential. As it stands right now, the ambition level here is amazing

MINUSES [-]

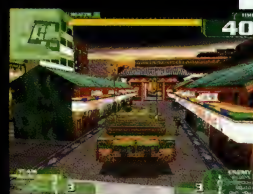
Whether or not that ambition level will be met, we don't know. Early footage showed the game running slowly and sparsely, but the key word is "early"

BOTTOM LINE [-]

If we had to put money on whether or not it'll turn out lovely...we'd bet YES. Sega usually comes through with the goods

Official Magazine
Dreamcast

PUBLISHER SEGA DEVELOPER AMUZE GENRE ACTION/ADVENTURE ORIGIN EUROPE PLAYERS TBA ONLINE YES RELEASE DATE 2001



Check out the handles in the lower corners (left): you'll quickly develop a "rep"—good or bad—among other players. The graphic effects (above) are totally sweet, especially the alien slime.

Alien Front Online

In this part of the space 'hood, everyone can hear you scream...

Alien Front Online features a hackneyed plot, done-before gameplay, and a bafflingly unimpressive array of vehicles and weapons. And it should be number-one on your most-wanted list. Confused? Try looking at the third word in the title. *Online*. Okay. Now hold this thought while we get through the part that doesn't actually sound that great.

In a burst of extra-terrestrial originality, the alien Triclops have decided to come to Earth, enslave (and probably eat) humanity, devastate the planet, drive slow in the fast lane and any other of a host of antisocial actions. Not surprisingly, it falls to you and your team of crack tank-drivers to stop the

madness by fighting massive armored battles across Tokyo, Washington DC and other places where humans and aliens traditionally clash.

That's right. You drive a tank, fighting against organic, living, tank-like alien mechs. And yes, we just said *alien* twice. You get the idea, though. In the arcade version, you control your tank with real tank-style controls, but since we have no twin sticks in the US, on Dreamcast, you'll just have to use your D-pad.

Now here's the cool part: not only has the gameplay reached a level of transcendental sublimity that we haven't seen in the arcade since *Tokyo Wars* from Namco, but you actually

can play online in teams of up to four human tanks versus four alien tanks. And you can play in any combination of arcade machines versus Dreamcasts. And you have your own permanent online handle that you can use at home or in the arcade. AND, thanks to Sega's new Dream Call technology, you can talk—in realtime—to everyone else who's playing. Call in orders to your teammates. Taunt your enemies. Cry for help. Beg for mercy. Shout in triumph or scream in defeat.

Although the game is a fine single-player experience, anyone who's played it in the arcade can tell you that the close-in levels, blind alleys and killing fields beg for team-

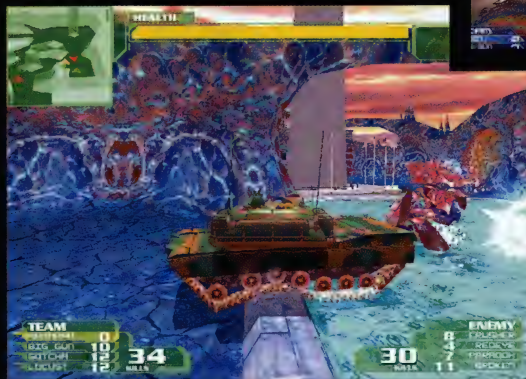
mates, which ever side you're playing on. Being able to speak to your mates (you can either limit communication to team members or talk trash with everyone playing) adds an entirely new element, making the game just that much more immersive and enabling a new level of strategy in the play.

Luckily, too, the speech feature occurs against the backdrop of an impeccably designed game. We took some shots a minute ago at the conventionality of gameplay, but in fact, it makes sense. This is your traditional tank combat

game. You can choose (on either side) from three tanks, with the predictable speed-armor-weapons tradeoffs. There are the predictable power-ups—tactical nukes, flamethrowers, homing missiles, hellfires, and grenade launchers for the humans, and gravity balls, guided drones, cloaking spores and meteor showers for the Triclops.

But—and this is crucial—A this doesn't mean the game is bad. It possesses amazingly designed levels, and the control (at least in the arcade) is astonishingly good, making it one of the better tank games





The juxtaposition of realistic war machines and bizarre, organic alien tanks is pretty cool (left). Tokyo gets destroyed again (above). Alien goop in the capital? Believe it (top left). At least the aliens are honest about their plans for the citizens of earth (top right).

Tank Combat Past

The first tank combat game was Atari's innovatively titled coin-op, *Tank*. (Trivia: it was the first post-Pong arcade hit). It basically sported the same gameplay as the 2600 pack-in game, *Combat*: you control a tank and shoot bullets at another tank. Sometimes the bullets would ricochet off the walls and obstacles, and sometimes the tanks (or shots) would be invisible. The next major milestone was Namco's scrolling, scaling, top-down arcade masterpiece *Assault*—the gameplay was pretty much the same, but things were much prettier. After that, Namco again moved things forward with *Tokyo Wars*—a networkable full-size arcade 3D tank combat cabinet. PC players got into the online act with the massively multiplayer *Tanarus* (Trivia: it was the game Verant did just before *EverQuest*), but it took the Dreamcast to add real voice communication to the mix.



we've played. And B) if you're going to add in 4-player team play, it's better, we'd argue, to add this new element to an established play style than to expect gamers to learn a whole new type of game at the same time that they're having to employ real team-play strategy for what may be the very first time.

Graphically, this is a first-party Dreamcast game—which means that it looks great. The levels look great, and there are tons of weapons and lighting effects to keep things interesting. Human vehicles (M1A1 tank, Merkava, and M-109) all look like their real world counterparts, and the alien vehicles (two-legged walker, four-legged spider walker and hoverdrone)

look a lot like the Grey ships you probably saw a hundred times on field trips to Area 51 when you were a kid.

Despite the challenges of 8-player online play, animations are also smooth and super-fast. The levels are small, but perfectly formed for maximum carnage in fighting—and everything in the level is destructible: you can indeed blow your way through buildings. The overall feeling is Beirut '86: dodging for cover, moving to cover your buddies, and kicking some serious alien ass in tight urban quarters.

Planned Dreamcast enhancements include extra weapons and vehicles, new deathmatch maps, and a

brand new story mode. Plus, you can bring your VMU to the arcade, unlock special secrets and then take them home and use them on your Dreamcast version. So.

AlienFront Online? Cool.

CHRIS CHARLA

Dreamcast

PUBLISHER SEGA DEV SEGA GENRE TANK COMBAT ORIGIN JAPAN PLAYERS 1-8 ONLINE DUH. RELEASE DATE MAY 2001

PLUSES [+]

Voice chat, 8-player combat mayhem, arcade + DC play, etc.

MINUSES [-]

Tank combat = done before

BOTTOM LINE [-]

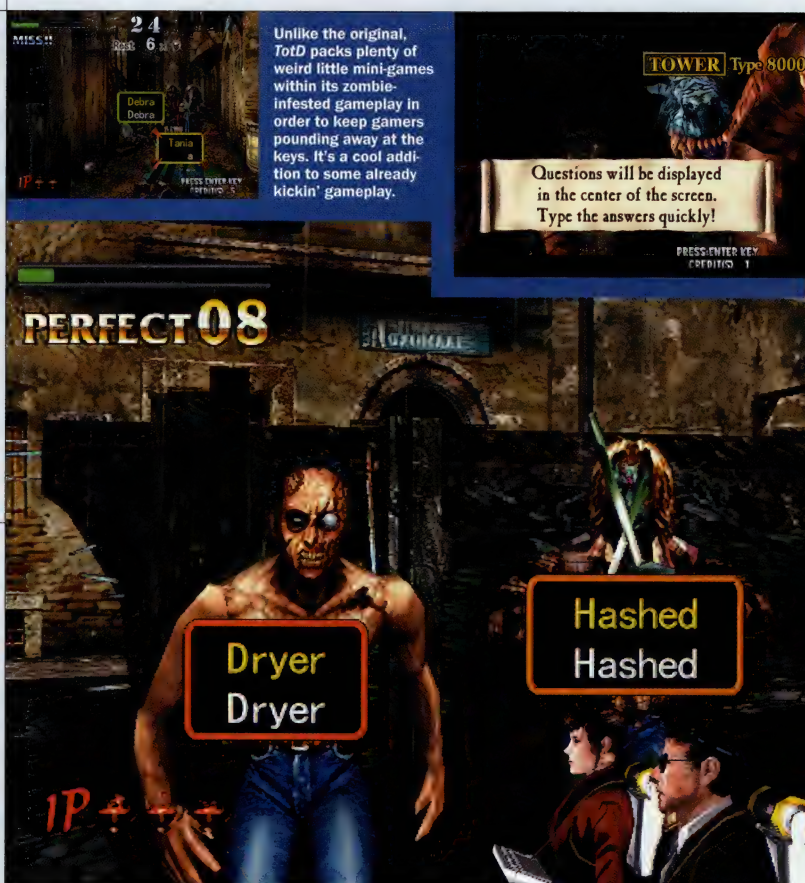
This is gonna be killer. We've been waiting for the opportunity to yell "Go! Go! Go! He's on your flank!" and have it mean something for years now...



We can't think of a better word to describe a situation in which a decaying zombie pops out of the water, just as we are trying to save mankind. Rats indeed, good zombie...rats, indeed.

Mavis Beacon: Typist ... or Zombie?

EVERYONE LOVES MAVIS and her extremely helpful typing programs. If it weren't for Mavis Beacon Teaches Typing Ver. 9 on Macintosh, we'd all be handwriting our reviews and thus forcing you, dear reader, to decipher our crap cursive on purple dittoed prints. But imagine our surprise when we discovered that Mavis Beacon is nothing more than a fictional avatar (à la Bartles & James) created by the software company, to put a pretty face on those wonderful tutorials! We were actually kind of hoping to expose her as a zombie, but instead she's merely nonexistent...which is just as good, right?



Typing of the Dead

Zombies and literacy: two great tastes that taste great together

Upping and zombies... rarely (okay, never) have the twain met in such a strange venue as Sega's upcoming *Typing of the Dead*, a near-remake of its classic arcade-to-DC lightgun shooter, *House of the Dead 2*. Originally released in Japan in order to promote the use of the DC keyboard, *Typing of the Dead* was warmly welcomed. But on the our side of the pond, the game has remained little more than an oddity of note (a typed note, of course). But this could change when the game releases Stateside in January.

The premise is exactly the same as the one found in *House of the Dead 2*: kill various attacking zombies in order to save a town overrun with all sorts

of malodorous undead vermin. The catch is that you'll be doing it all with the aid of your keyboard, instead of with your lightgun or controller. Players will be challenged to quickly type various phrases and words that pop up on the screen in order to fend off the monsters—it's fast, furious

and educational enough to make any junior high school typing teacher proud.

Everything in the game has been adjusted to suit the new peripheral as well, including in-game cinematics featuring the cast of heroes donning DC backpacks

and strap-on keyboards instead of guns. Boy, is it a sight to cherish.

And while it may sound slightly silly, the actual gameplay is tough, challenging and pretty damn fun. Even the most seasoned typists, who've boned up on their skills by writing thesis-style emails (mostly to us, it seems) on their DC keyboards will find it difficult to flaunt the blazingly fast skills necessary for taking down multiple enemies—a task which generally requires the lightning-speed entry of words like "Zimbabwe" or phrases like "Everyone pledge allegiance to a corn-dog pagan god." (Okay, so we made that last one up, but it's comparable to what you'll find in the game.)

If you have a keyboard and

were never very satisfied with the wimpified non-lightgun antics of *House of the Dead 2*, this may just be your ticket to enjoying one of the best zombie rides on DC. *Typing* is the ultimate niche game to master. And no, we're not joking. **FRANCESCA REYES**

Only Typing can Save Your Life

Can typing really save your life? Read our three-pronged argument and judge for yourself.

Reason #1. Deadlines on ODCM. The faster you type, the less you are in danger of being decapitated by Dina's flying scissor kick.

Reason #2. Money. Face it—unless you're some genius supreme, you're gonna need to have some typing skills to earn any real middle management cash in this lifetime. And although middle management can be seen as the working equivalent of zombification, at least...well...damn. There really isn't any justification for middle management.

Reason #3. If you've ever hacked into NORAD, you know it's true that fast typing can save your life and those of millions of innocent humans. Remember *War Games*?



Official Magazine
Dreamcast

PUB SEGA DEV SMILEBIT GENRE SURVIVAL
EDUCATION ORIGIN JAPAN PLAYERS 1-2
PERIPH KEYBOARD ONLINE NO RELEASE JAN

PLUSES [+]

The next best thing to a lightgun shooter, without the lightgun or the shooter

MINUSES [-]

Um, this isn't an established genre?

BOTTOM LINE [-]

Clearly, Sega is committed to bringing all flavors of DC weirdness Stateside. Call us strange, but we're stoked

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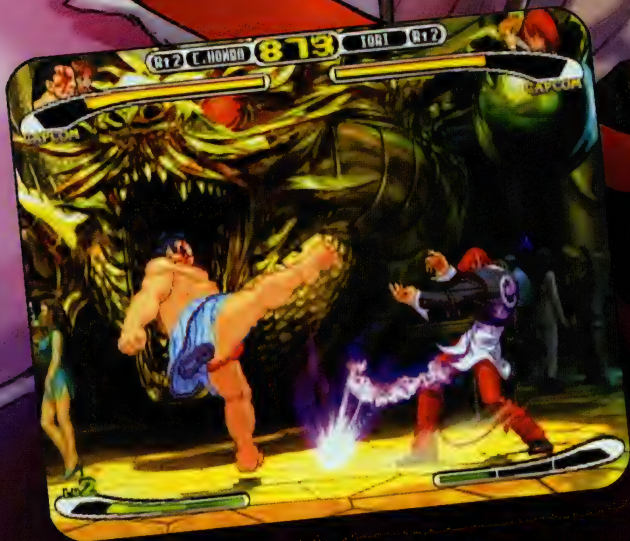


YOU BUILD IT. YOU RIDE IT.



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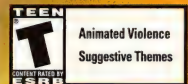


TIME TO SETTLE THE SCORE ONCE AND FOR ALL. FREE



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TEST ZONE

TEST ZONE



Note to Shaq: Eat it.



NBA 2K1

Throw one down

Last November, Visual Concepts released *NBA 2K* to a fairly muted response. It was arguably the best basketball game ever developed, yet under the Godzilla-sized shadow of VC's own *NFL 2K*, the title was somewhat overlooked. Complaints were lodged against its unnecessary animation sequences (which slowed the pace of the game), some all-too-ineffective dribble moves, and frequent play-stopping collisions on dribble drives...essentially, there were all kinds of gameplay elements that simply lacked the polish and finesse of a truly A-plus title.

Fortunately, this year's sequel has addressed most

of these gripes very much like John Starks addressed Michael Jordan and Horace Grant in the '93 playoffs: "Sorry 'bout kicking your ass, there. Did it hurt, sucka?"

Gameplay is in many ways similar to that of last year's version, with the analog stick and button combinations remaining essentially unchanged. What makes a huge difference, however, is the number of refinements that VC has made to its old, established formula—the developer has managed to tune some basic features quite nicely, and, in doing so, has made the game significantly more playable.

Among the offensive



Ewing with the fadeaway 15-footer. You can't stop him. You can only hope to contain him.



The Human Highlight Film returns (top). There are plenty of moments in *NBA 2K1* where you'll be watching a replay with your mouth agape, saying something along the lines of, "Ohmygod. This rules."

improvements is the greatly improved post-up game: Backing your opponent down with your back to the basket is now a far more accessible option, and the war in the paint is now significantly more realistic. Players make use of their bodies to effectively establish position, and now have several options available to them from the post position. The move to a quick turnaround jumpshot is both simple and efficient, and it actually makes the post-up game a viable option for players who choose this form of attack.

As opposed to *NBA 2K*, crossovers and spin moves are now extremely effective. Rather than simply providing a visual representation of the move, they actually serve to get you



Take it outside!

ONE OF THE MOST entertaining options created especially for *NBA 2K's* sequel is the new Street mode. Taking a page from real life, this feature enables you to hold court on various famous (or notorious) public park and inner-city blacktops.

For the record, Evan would like to state his opinion—in print—that the Knicks' management has single-handedly destroyed one of the hardest-working, over-achieving and downright coolest basketball teams of all-time. Tip: bring back Ewing, Oakley and Starks, ditch Glen Rice and Travis Knight, and win the big fella a championship. Fools.

around your defender in convincingly realistic fashion. Players make much better cuts without the ball, and taking jumpers with a man up in your grill is an altogether bad idea: Expect a nasty rejection letter, delivered promptly via airmail. Oh—and just wait until you see the swat blocks...

This year, players can also more effectively control the tempo of the game. While the emphasis is still on speed, quick hits and transition offense, players can slow the action down if they want—and the on-point passing means that getting into a half-court set and hitting the open man for a jumper is a very feasible proposition.

Making that jumpshot,

Welcome to TESTZONE

ODCM's Electoral Review College

If there's one thing that the review staff at ODCM isn't, it's unfair. This ain't no stinkin' monarchy, bub. Instead, it's a finely crafted system with loads of checks and balances. So, in essence, everything from Evan's crazy street lingo to Greg Orlando's obsession with Boba Fett gets an equal chance to reach the public. And we hand-count, too. God bless America.



GREG ORLANDO

Reviewed: *Resident Evil 2*, *Super Runabout*

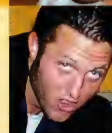
What can we say about Greg that we haven't already posted in every single past issue of *ODCM*? Well, we could say that he's the original "Bad Mamma Jamma", but that would be a lie. Instead, let's just settle for the fact that he's a man who loves zombies. Not that kind of love, but the love between a mother and son. Geez.



CHRIS CHARLA

Reviewed: *Hoyle's Casino*, *Ms. PacMan Maze Madness*

True story: Chris loves oldskool gaming and all things thereof, thus this issue's review of *Ms. PacMan Maze Madness*. But the real deal is that he actually loves the '80's quasi-hair band Journey even more. We can't say that we're not scared by this knowledge, but hey—at least they have a videogame, right?



GARRETT KENYON

Reviewed: *Spec Ops II: Omega Squad*, *KISS Psycho Circus*

Former *PCXL* editor, Garrett Kenyon, would like to state for the record that he's not into games simply for the gore or the shooting. He actually prefers realtime simulations that feature unicorns and kittens, when he's not trading stickers with his pals. He especially likes the puffy stickers of Sanrio characters.



DR. JAMES PRESTON

Reviewed: *Surf Rocket Racer*, *BANG! Gunship Elite*

You may remember James from such *ODCM* reviews as *Metropolis Street Racer* and *The Ring: Terror's Realm*, but this issue, we challenged him further by forcing him into his swim-suit for a little jetski action in *Crave's Surf Rocket Racer*. He may not say too much about the game, but he loves duckies.



EVAN SHAMOON

Reviewed: *NBA2K1*, *Ready 2 Rumble Round 2*

Little known fact: *ODCM's* own Evan Shamoon is one of the most notorious trash-talkers in the business, which made him a perfect choice for reviewing *NBA 2K1* and *Ready 2 Rumble 2*. He's also a big Patrick Ewing fan, and he cried like a little girl when Ewing was traded to the Sonics.

Our Scoring System

No, pal, not that kind of scoring system. If it were, we sure wouldn't give it away for free—we'd be selling it in the back of *Maxim* for \$29.99. And Evan would have a date this weekend.

We score games on a scale of 1 to 10. When we believe a game is just average, we give it 5 out of 10. If its appeal is aimed directly at fans of either its genre or its series but is not something that will be enjoyed by everyone, it gets 6 out of 10. And we've even added a spiffy new scoring system for graphics, sound, control and gameplay!

Peripherals are another story. Since it doesn't make much sense to score a VMU or an extension cord on a 1-10 scale, we've created an incredibly clever and cute smiley-face score system. We hope you'll find it self-explanatory.

Dream Game Award*

With Dreamcast's promising software lineup, we won't be hard-pressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the Dream Game Award. The title that is so duly honored is guaranteed to be good, no matter who you are or what type of games you like to play. An essential purchase!

*Small print somewhere in this mag secures your legal agreement to buy all Dream Game Award titles immediately.

- | | |
|----|------------------|
| 10 | instant classic |
| 9 | phenomenal |
| 8 | excellent |
| 7 | good |
| 6 | for fans |
| 5 | average |
| 4 | mediocre |
| 3 | flawed |
| 2 | its mom loves it |
| 1 | coaster |





As of this writing, the 76ers are 8-0. This is especially impressive considering the fact that just a few years ago, the 76ers had a total of nine wins over the course of an entire 82-game season. Nothing a little shot of superstardom (read: Iverson) can't fix.

Gervin gets his swerve-in: Aside from a little finger-roll, the Iceman can also throw down poster-inducing facials such as this one. We want to know what's up with gorilla-man down there in the front row.



NETWORK PLAY

NBA 2K1'S NETWORK INTERFACE is more polished than that of its NFL counterpart. Players can set several filters, including the opponent's rate filter, keyboard filter and game mode filter (street, exhibition, or both) to find the most suitable online matchups. The game also has ten chat macros, which can be assigned to keyboard buttons for quick trash-talking during play.

Unfortunately, when it comes to the action itself, VC's b-ball game doesn't have quite the flow that NFL 2K1 accomplished with its online play. The primary reason for this—aside from the ever-present lag issue—is the fact that basketball is much more of a twitch sport than football (well, at least when you're using your thumbs and a control pad to play it). Because of the relatively small margin for error—in either making a defensive play or hitting a jumpshot—things can get a bit touchy. So when there's lag, unless you anticipate where your opponent is going at the precise moment that he attempts to go there, you can consider yourself toasted. Same goes for jumpers: the millisecond delay changes the moment of release from the apex of your jump to a split-second before or after.

But in the end, the quality of your online experience depends on your connection (and your opponent's connection as well). When we played, there were times when things went swimmingly—while at other times, the jerky action made us want to fling the controller away.

however, is more difficult. Like last year's game, NBA 2K1 demands that players release the shoot button precisely at the apex of their jump, or else risk taking a trip to Brick City. While it is reasonable to accede that developers should be able to count on players having at least some skill at hitting a jump shot, we were surprised at the number of reliable shooters who missed open jumpers.

NBA 2K1 retains its Season, Franchise, Exhibition, Tourney, Practice and Quick Start modes, and adds Street and Network options to the fray as well. While it might seem merely tacked-on, the Street mode is a spectacularly entertaining addition. Gamers get to ball on real-life blacktops like The Cage in NYC and Franklin Park in Chicago, and each of the street courts is depicted in near photo-realistic detail. Players compete in a variety

of different matchup options, from NBA Jam-style up-tempo two-on-two contests to more traditional, NBA-style five-on-five games. This mode captures the essence of street hoops very well, with passing cars and trash-talking providing the ambient noise.

Still, for as long as they have been around, basketball games have lagged several steps behind the quality of their gridiron counterparts—and sadly, this one is no different. While it remains the best console basketball game on the market (by a landslide), NBA 2K1 frustrates for several reasons. Many of the AI routines are simply too strict; gameplay is hampered by an inordinate number of steals; and player collision boxes are bigger than they should be. This often leads to a fair amount of awkward bumping and shoving when you attempt to bring the ball into the paint, and makes

defense more of a hit-and-miss affair than the straight-up sort of kill-by-skill that it should be.

Far from being just a statistical update, yet not quite perfect, NBA2K1 is clearly the best console b-ball game ever made: it's an absolute must-play for sports fans. **EVAN SHAMMOON**

Official Magazine

Dreamcast

PUBLISHER SEGA **DEVELOPER** VISUAL CONCEPTS
ORIGIN US **PLAYERS** 1-3 **RELEASE DATE** OUT NOW
GENRE SPORTS **ONLINE** YES

GRAPHICS 9
 Amazing animation, great player models.

SOUND 8
 Quality hoops sounds, good commentary.

CONTROL 8
 Has momentary lapses, but overall very good.

GAMEPLAY 9
 It's not perfect, but this is the best b-ball game.

Score: 9

Wanna play?



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"Right! Left! Right! Illegally-sharpened hairdo stab!"



Afro Thunder goes head-to-head (well, more like head-to-toe) with Shaq Diesel. True Story: Midway staged an event in Las Vegas, in which the real Afro and Shaq squared off in the ring to play a match of Round 2 on the big screen.



Ready2Rumble: Round 2

Don't call it a comeback. Midway smacks us upside the head once again

Subtlety comes in many forms. We here at **ODCM** can safely say, however, that Midway's *Ready2Rumble* series is *not* one of these forms. *Round 2* brings back all of the ridiculously over-the-top antics that made the first game such a gem, and adds to it a host of improvements—mostly in the form of more/more/more. And while the game certainly won't give anyone who didn't care for the original title anything to write home about, the sequel proves to be a worthy successor. It's a damn good shot of mindless entertainment.

True to form, Round 2

diligently continues Midway's legacy of pick-up-and-play gaming, eliciting such hard-hitting, hyphenated descriptions as "smash-mouth" and "in-your-

face" from game journalists nationwide (yours truly included, apparently). This is straight-up twitch-gaming for the masses—*Round 2* effectively translates the sweet science into the sweet violence, while holding on (albeit loosely) to all of the fundamental rules and principles of the sport. It may be all hopped up on goofballs, but it's still boxing. So, please: no kicking.

When it was first displayed

to the public in the months leading up to Dreamcast's launch, the original *Ready2Rumble* blew gamers away with its shiny, polished visuals and wonderfully engaging personality. Characters came to life (by beating one another to a pulp: ain't it grand?), and imbued the

game with a look that was all its own—and distinctly next-generation. Punches landed with an immensely satisfying quotient of 'thwap', and the skin on opponents' faces wobbled and bruised accordingly. Heads snapped realistically in whatever direction they were

punched, and each round's progress was recorded in cuts, bruises and sundry bodily redecoration. Of course, while all of this made for an enjoyable slugfest, the depth of play wasn't far removed from an exceptionally good match of Rock'Em-Sock'Em Robots.

New Kids on the Knock Your Block Off

READY 2 RUMBLE: ROUND 2 introduces some not-so-/all-too familiar folks:



Robox Reese



Hillary Clinton



GC Thunder



Freedom Brock



Freak E. Deke



Bill Clinton

Midway's attempt to address

this problem comes in the form of much-improved character AI, more advanced moves and a slightly deeper fighting model. Beating up on the computer is far more of a challenge than it was last year, requiring a somewhat deeper mastery of the game's controls—but button mashing will simply *not* put your opponent down for the count, no matter how many punches per minute your fists of steel can throw.

Instead, players will have to come to grips with multiple-button attacks and combinations, and get good and agile at using the dodge button. It takes more than a little bit of the old rope-a-dope to get through this one (that's right, the computer will now not only attempt to back you into a corner, but will



Michael Jackson certainly has a big enough target to hit in *Big Mama Tua*. What's cool (from a certain point of view—like, the one that doesn't make your toes curl up in horror) is that when it's played on a VGA monitor, *Round 2*'s level of detail allows you to see the individual stretch-marks on Mama's body. The game has a shiny, polished look that reminds us a lot of *Rocky IV*.



David Lee Jackson would kill for these purple ankle-warmers...and so would Dina. The level of detail in *Round 2*'s costumes and environments is impressive: check out the scuff marks on this floor, for instance.



aggressively attempt to fight it's way out of whatever corner you've backed it into).

In terms of bulk, *Round 2* has signed several new boxers to its list, the most recognizable of whom are King of Pop Michael Jackson and fab movie star Shaquille O'Neal. Eleven of the game's original boxers make a return—all with new costumes—and another five newbies round out the pugilistic lot. Each of these cats has been equipped with a new menu of taunt and victory animations, as well—the quality of which is fairly disappointing. Midway must've hired some Rogaine-popping LA producer-type guy to supply the 'attitude': and the resulting barrage of '90s-chic, over-the-top ethnic stereotyping is stale from the get-go—particularly since most of these utterances weren't ever funny.

Graphically, the game has seen only marginal upgrades: textures seem cleaner, character animation has been smoothed out a bit and little touches like bouncing afros have been added to embellish the visuals. And several new camera angles—most notably the Telephoto lens—give these graphics a nice new sheen, as well.

The poorly-recorded voices and a lack of any in-game music don't especially help matters, however—and neither do the obtrusively long load-times between matches. It's never wise to slow the pace of a game that is based almost entirely upon its frantic, non-stop pacing.

This *Round* does come out swinging with additional modes, including Tournament (which can accommodate up to eight players!) and Team Battle, in which you join one other person

to battle up to eight opposing boxers in a last-man-standing series of bouts.

Also worth noting is the game's new-and-improved training mode, which includes a fully 3D trainer and sparring practice against a passive AI opponent. Mini-games include stair-climbing, jump rope, aerobics, weightlifting, sway bag, heavy bag and speed bag. These are mildly entertaining diversions, in a *Space-Channel-5*-without-the-style kinda way, and they're necessary steps in your journey to the championship mode. The only bad thing was that it kept reminding us to get out and get busy with some real-life exercise instead of sitting at our computers. Which we clearly didn't do. Oh, well.

As in *Round 1*, the key to winning is timing: if you're not on your game and picking your

spots, you'll be kissing canvas faster than you can say "Floats like a butterfly, stings like a bee." The original game's Rumble punch has returned, and can now be built up three times over—with each build, of course, being more powerful than the last. If you manage to build up your Rumble meter all the way, you can stage massive comebacks in even the most dire of circumstances. This feature, along with the fact that taunting can now build up your Rumble meter as well, adds a great deal more depth to the game.

Perhaps the most disappointing thing about *Ready2Rumble: Round 2* is its lack of online multiplayer capacity. With a game like this—after Midway has had a full year to figure out how to implement online support—this feature should have been a no-brainer. Frankly, we think

Midway should have gone the extra mile; we would have enjoyed beating our overseas amigos to a pulp. Still, there's satisfaction to be had, here—for both first-time players and *Ready 2 Rumble* vets alike.

EVAN SHAMOOD

Official Dreamcast Magazine

Dreamcast

PUBLISHER MIDWAY DEVELOPER MIDWAY
GENRE BOXING ORIGIN US PLAYERS 1-2 ONLINE
NO RELEASE DATE OUT NOW

GRAPHICS 9
What was already very pretty's been improved
[Progress bar: 9/10]

SOUND 6
Some very stupid voice samples. No music
[Progress bar: 6/10]

CONTROL 8
Simple but effective—gets the job done
[Progress bar: 8/10]

GAMEPLAY 7
You've played deeper games. But this is FUN
[Progress bar: 7/10]

Score: 7



KNOW WHEN TO RUN

IT'S A SHAME THAT one of the best elements in *Hoyle*—on paper—turns out, in practice, to be its biggest problem. Since the 'feel' of gambling has as much to do with the players as the play, the addition of NPCs should have upped the fun ante. Instead, it slows the program down so much that even Kenny Rogers wouldn't be able to run (or walk quickly) away.



This game offers Vegas-style gambling, sans loan sharks and Siegfried and Roy. Which is great, but we do miss those tigers.



Hoyle Casino

Worth a gamble? (Snick, snicker.) Don't bother putting on your poker face

Uhere's a lot to like in *Hoyle Casino*. Unfortunately, there's also a lot to dislike, and it's no sure thing that you'll be able to slog through the disliked parts to get to the good stuff.

First, we'd like to say we don't have anything against Dreamcast games made with the Windows CE operating system—but we do. Why? *Hoyle* is a perfect example: loading times are long, and the game periodically pauses for a few seconds to load what seems like one or two frames of animation.

But let's go back to the good stuff for a minute. This is an exhaustive casino simulation, with blackjack, craps, pai

gow poker, regular poker (including stud, draw and hold 'em), video poker, roulette, and about a million different slot machines.

Each of the modes is very well done. There are enough options to configure any of the table games to any rules used at any casino we've ever been to, and there's extensive stat-tracking and even a small tutorial for each game. The game supports up to four players, but if you're playing alone it'll add in NPCs for a real casino feel. Each character has a cartoonish look, a distinctive personality/betting style and a small, unique library of animations and speech.

Unfortunately, this is where the problems start. We liked the idea of the characters—but whenever they're turned on, the program is so damn slow it's almost unplayable. Every hand in blackjack, it seemed, featured at least one major disc-accessing pause. This was just infuriating: it destroyed the very rhythm that makes gambling so fun. To counter this effect, you could turn off all of the characters and animation to speed things up, but then it wasn't much better than playing any of the myriad of free casino games you can find online. The lack of online play was also sorely felt. If we'd been able to play online, things would have

been so much better—but that's the case with just about every new game these days, it seems.

We liked the stat-tracking and we liked the card-counting help in blackjack. The game was fun to play with friends, and it was also a good place to try out some strategies before ODCM's monthly trip to Reno on the Lucky Tours bus with our petty cash fund.

So. Underlying gambling algorithms and variety of games: great. Overlying interface and character graphics and animation: rubbish. If you're willing to tolerate the slowness and jerkiness of the graphics, this game may well

be worth your \$40. But we wouldn't bet on it. CHRIS CHARLA

Official Magazine

Dreamcast

PUBLISHER SIERRA DEVELOPER SIERRA
GENRE GAMBLING SIM/ODCM US
PLAYERS 1-4 ONLINE NO ESRB PRICE \$40

GRAPHICS 2
Jerky, 2D animations with frequent disc access

SOUND 6
Pretty good variety in player comments

CONTROL 5
Why does it default to "hit" when I have a 20?

GAMEPLAY 6
Deep down it's good, but getting there is too hard

Score: 5

f e a t u r e s

t r i c k s

t i p s



s c o o p s

p r e v i e w s

r e v i e w s

s t r a t e g i e s



Imagine Games Group

consider it covered

PlayStation 2, Dreamcast, Nintendo, and PC, Imagine Games magazines have it all!

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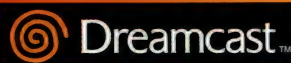
Unreal™ TOURNAMENT

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Animated Blood
and Gore



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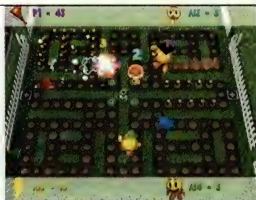
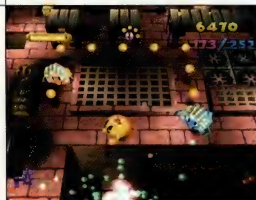


Experience dazzling graphics and a multitude of maps and weapons – all in a frame rate so fast it's Unreal.





Check out these Egyptian themed ghosts—touches like this abound. See those cliffs (below)? Don't worry, you can't fall off them: you are basically stuck in the maze, so platform jumping never really enters the play. If your g-friend is not down with Dreamcast after you've shown her Ulala and Samba, this may do the trick.



Elite 21 Series



NEW



From eating dots to printing dots...

ALTHOUGH SHE'S BEEN a staple mascot for years, the DC iteration of *Ms. Pac-Man* is actually Namco's first go 'round with the title. The original *Ms. Pac-Man* was a conversion kit for *Pac-Man* machines made by a company called GCC Technologies and marketed by Bally-Midway, distributor of *Pac-Man* in America. GCC, which was started by a couple of MIT undergrads. It's still around, by the way—it now manufactures and sells laser printers for Macs and PCs. The printers aren't as fun as *Ms. Pac-Man*, but they're really nice machines (Chris's dad has one; he loves it). Check 'em out at www.gccotech.com.



Ms. Pac-Man Maze Madness

The Material Pac is back!

Sometimes a game so strongly defines a genre that it's impossible to imagine the genre without it. *Tony Hawk* and skating games. *Street Fighter* and brawlers. *Pac-Man* and mazes.

So it's appropriate that nearly 20 years after she entered the scene, Namco's *Ms. Pac-Man* sticks to her roots. This is *maze game*, boys and girls. Eat the dots. Avoid the ghosts. Eat the power pellets. Now eat the ghosts.

Of course, Namco has made some changes to bring *Ms. Pac-Man* into the 21st century. The game is now in 3D, and rather than levels, you have stages and worlds a la *Sonic* (actually, the stage structure—and in fact the entire game structure—bears a striking resemblance to the PlayStation

game *Ape Escape*), with each of the stages in a world sharing a similar graphical flavor.

As explained in the very nice, traditionally animated intro and cut-scenes, *Ms. Pac-Man* is sent into these different worlds and times via a special machine created by Professor Pac. Why? If you've played a game before, you won't be surprised to hear that it's to recover the gems of virtue, which have been scattered throughout time and space by the ghosts—and if they (the gems) aren't recovered, they threaten to destroy Pac-Land.

Although the levels themselves are maze-based, these aren't the mazes you'd expect to see in *Ms. Pac-Man*. Like we said, they're in 3D—but they also scroll and feature several new items, including moveable

walls, jump pads, warp zones and more. Completing each maze gets you a star, but to fully beat the game, you'll need to do more than that—you have to beat each level under a certain time and get all the dots, etc. Of



Mo' GCC Facts

GCC (see boxout above) was also responsible for the creation of the Atari 7800 system, and almost half the games Atari released for the 5200. And *Foodfight*. Damn. They're good.

course, once you leave a stage you can always return to try to complete the challenges later.

Graphically, everything is sharp and high-res, but polygon counts (and everything else) seems identical to the PlayStation version. It's a pretty simple looking game, so that's not a bad thing. But we would have liked to have seen some Dreamcast flair—lighting effects, better sound—something to distinguish it.

As for the gameplay, it's fun and incredibly easy to get into (making this ideal for playing with kids or your non-gameplaying significant-other), but the maze gameplay does start to get a little stale after a few hours. Luckily, cut-scenes are good enough that you'll want to keep going to see them. But

don't be surprised if this game ends up shelved long before you've earned every star. After all, it isn't like you haven't played this game before...

CHRIS CHARLA

Official Magazine
Dreamcast

PUB NAMCO DEV NAMCO GENRE MAZE CHASE
ORIGIN US PLAYERS 1 ONLINE NADA ESRB E
PRICE \$49.99

GRAPHICS 7

Cute, simple, but not beyond the PSX version.

SOUND 6

Nice, but again, nothing amazing aurally

CONTROL 8

Analog, smanalogue: this is pure digital, baby.

GAMEPLAY 7

Easy to get into, but it can get a little tiring...

Score: 7

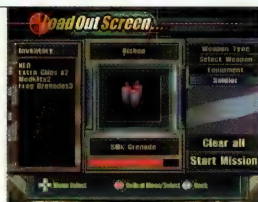
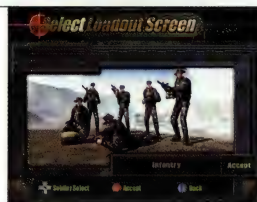


The crosshairs give you a good view, but there's no way to zoom and the accuracy is extremely iffy. The end result is one frustrated sniper who looks a lot like you.

HOSTILE WAS KILLED BY BISHOP

M4 18 6

BISHOP NE TARGET HOSTILE



This night-vision scope lets you attack at night. The bummer of this game is that almost every place is here; it just fails to add up to more than the sum of its parts (especially considering the online part, which isn't there at all). Still, if you're into tactical combat, it's probably worth a rent to see if you get into it more than we did.



SpecOps II: Omega Squad

A PC hit and a DC miss—well, actually, a near miss. It kinda grazed us...

It's no surprise that Ripcord virtually snuck *Spec Ops II Omega Squad* out the door with little fanfare. With tons of real-world missions and weapons, input from the US Army's first Special Forces team and a well-established product line (*Spec Ops I*, *Spec Ops II*, and a *Spec Ops* add-on pack, all for PC behind it), *Omega Squad* should be an immediate hit.

Unfortunately, though, it seems that the DC version has taken a back seat to the PC version when it comes to quality. It isn't the graphics—they hold up in competition against visuals in any other DC shooters. And it isn't the gameplay—it's quite satisfying, with a huge number of missions incorporating different objectives to be completed (in fact, we would go so far as to

say that the depth and skill required to master a game like *Spec Ops II* makes it an entertaining strategy romp). So what's there to complain about? What the game *doesn't* have.

First off, a multiplayer mode is conspicuously absent from the game. Secondly, there is neither hide nor hair of even the remotest semblance of any online support to be found. It may be nitpicky to complain about

such things, but *Spec Ops II* is hitting store shelves just as SegaNet takes over the DC gaming world (and there's already an online community built around the PC version), and it's a pretty big thing to leave out. Okay, it's a REALLY big thing to leave out.

Another thing absent from play is diagonal strafing—a feature that enables players to push forward and strafe at the same time, in a diagonal motion, thus helping them dodge bullets and

negotiate terrain. This omission makes navigating the landscape difficult when trying to elude sharpshootin' enemies. Also, your crosshairs reticle is shamefully inaccurate. It's frustrating to fire off what should be an instant lobotomy shot, only to watch your bullet zing harmlessly over your enemy's shoulder. And the sniper scope doesn't allow players to zoom in and out—you've only got the option of one real close-up view.

View to a Kill

One interesting feature of *Spec Ops II Omega Squad* is the Drop Camera option, which enables players to drop a camera into a certain spot and to watch the action from that point of view. While it is somewhat difficult to control your character in this mode, it definitely makes for some interesting gameplay moments. Besides that, the game also allows you to play from either first- or third-person points of view.

Even with these flaws, *Omega Squad* would've been passable only a mere three months ago. But with some awesome tactical military games already available and several stellar new shooters due for release any day now, *Omega Squad* simply doesn't shine brightly enough to dazzle.

GARRETT KENYON

See this? You should be impressed. Killing people from long range via the scope is actually wickedly difficult.

Official Magazine
Dreamcast

PUBLISHER RIPCORD DEVELOPER RUNECRAFT
HOUSE GENRE STRATEGY SHOOTER ORIGIN US
PLAYERS 1 PERIPHERALS VMU, JUMP PACK VMU
PAGES 17 ONLINE NO ESRB M PRICE \$49.99

GRAPHICS 6

While some elements are outstanding, the overall presentation is fairly bland



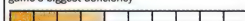
SOUND 5

Standard military shooter fare



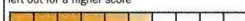
CONTROL 4

Not being able to sidestrafe is perhaps this game's biggest deficiency



GAMEPLAY 6

While it's a fun game to play, there's too much left out for a higher score

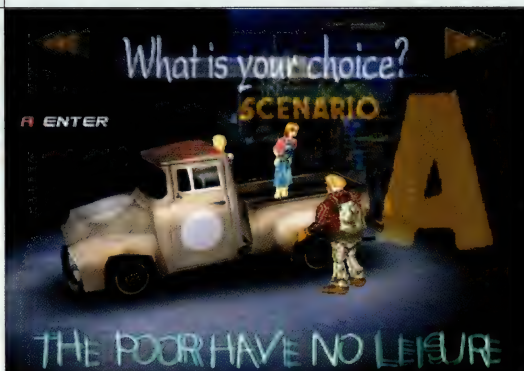


Score: 5



We've experienced the carnage that occurs in this game—in real life. And we said to ourselves, as we waited for the cop to finish writing up his report that night, Wow—this sucks! Videogames are way better than life.

TIME LIMIT
177



You Make the Call

A THE POOR HAVE NO LEISURE!

THIS CRYPTIC PHRASE, WHICH appears onscreen during the courier scenario of *Super Runabout: San Francisco Edition*, troubles us. It brings to mind words like 'socio-economic' and 'disenfranchised', which have been gathering dust in the back of our mental closets since college. Does this text imply that po' folks don't "get" leisure, or that they simply can't afford it? Does it insinuate that the elegant pleasures of sitting on a veranda while manservants prepare mint juleps and watercress sandwiches would simply be wasted on the poor? Is it because the word 'regatta' doesn't appear on spelling lists in most public schools? Or maybe we just need to take a nap.

B BAD NEWS HAS WINGS!

ANOTHER PITHY BON MOT, "BAD news has wings" (screen not shown 'cause it looks just like the one above, only with the words "Bad news has wings"), introduces the game's police scenario. News (of the 'bad' ilk) has thusly been given the characteristics of a bird—which could suggest, by logical extension, that it can, in fact, defy gravity and fly south for the winter. Or that it can beg for a cracker—as in, "Bad news wants a cracker"—or mate for life like a parrot if it happens to meet a tidbit of good news that it likes...two opposites sticking together like male and female bits of Velcro...

Super Runabout: San Francisco Edition

We left our hearts (and our hubcaps and our fenders) in San Francisco

Kiss those pesky traffic rules goodbye. *Super Runabout: San Francisco Edition* invites players to engage in such destructive and overly fun activities as smashing into stuff, blowing things up, performing dazzling *Dukes of Hazzard*-esque jumps and running down innocent pedestrians. It is, in short, a true-to-life portrayal of everyday automotive life in San Francisco.

The game offers mission-based play wherein Dreamcast drivers can choose two different occupations (cops or couriers) and gain valuable dollars by wreaking havoc on anything and everything. Basically, you can think of *Super Runabout* as

Crazy Taxi's less insane cousin, *Mildly Wacky Taxi*.

Super Runabout does an excellent job of sustaining a goofy tone, asking players to derail a runaway cable car, collecting bombs and plowing through the city collecting fixings for a hot dog. Everything in this decently rendered world is fodder for destruction; collisions are portrayed in the most exaggerated way possible, with cars hurtling in all directions, shattered glass spraying wildly, radiator steam gushing into the sky and hoods and fenders buckling like the French in World War II.



Even a lowly motor scooter can be used to smash up a great big bus and the effect remains both wonderfully comic and oddly endearing.

There are approximately 25-plus cars to unlock, including a tank, a street sweeper, a bus, a limousine, and—we are not making this up—a piggy. An ever-imposing time limit ensures a manic pace for every mission, and the well-designed streets (modeled authentically on the real McCoy) contain all kinds of shortcuts, just waiting to be discovered.

Remarkably, this game succeeds on many levels, and certainly despite its

failings. Interplay brought it over from Japan after toiling mightily to fix a small plague of problems, but they weren't totally successful. Some of the vehicles still handle sloppily, and even a neat garage option, which enables fine-tuning of individual car parts, does little to rectify the situation.

Add in some egregious clipping and collision problems that manifest every time you hit a pole (moving objects are initially stopped by such an obstacle and then allowed to pass right through it), and you'd expect disaster: but none of these pot-holes is quite deep enough to cause a total wreck. It's more like a lovely mess. GREG ORLANDO



Dreamcast

PUB SEGA DEV CLIMAX ENTERTAINMENT GENRE FISHING ORIGIN JAPAN PLAYERS 1 ONLINE NO PERIPHS STEERING WHEEL ESRB T PRICE \$39.99

GRAPHICS 7

Think a muddier version of *Crazy Taxi*'s graphics

SOUND 6

The wonderful sound of a car crashing into everything

CONTROL 5

Damn those slippery and spastic cars!

GAMEPLAY 7

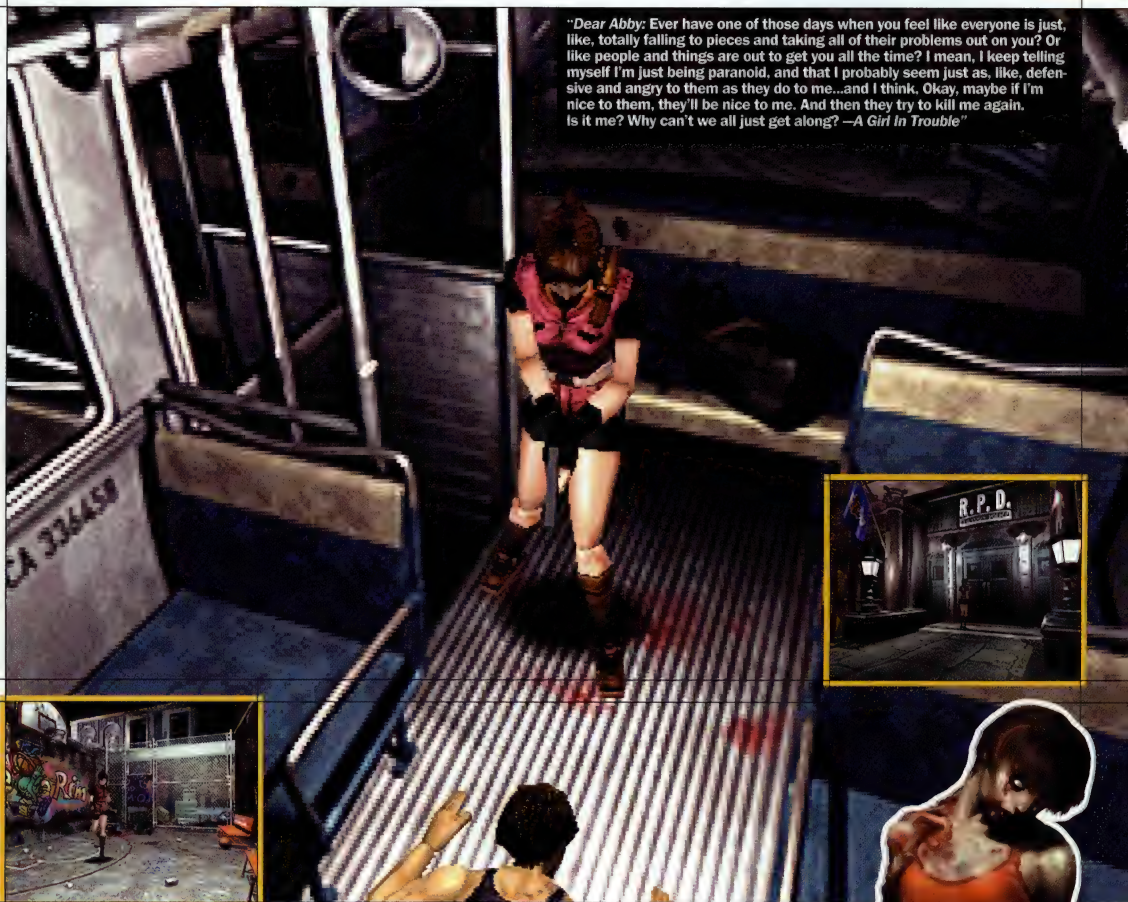
Fun reigns over all the game's problems

Score: **7**



IN YOUR HEAD, IN YOUR HEAD, ZOMBIE ZOMBIE ...

BACK IN THE 1960s, all you needed for rock stardom was to claim British citizenship. Rockin' rollers The Zombies, who neither rocked nor rolled with notable aplomb, managed to carve out a brief piece of fame with a series of quirky but 'seminal' songs. They're indirectly responsible, it's said, for phenomena like The Doors, The Kinks, and a whole series of UK passports. A few hits like "She's Not There" and "Time of the Season" weren't enough to keep the Zombies alive, and after five years, they called it a day; just as their final album (which went platinum) *Odyssey and Oracle* was about to be released. In an odd twist, CBS records attempted to resurrect the dead Zombies, but the boys in the band demurred...



"Dear Abby: Ever have one of those days when you feel like everyone is just, like, totally falling to pieces and taking all of their problems out on you? Or like people and things are out to get you all the time? I mean, I keep telling myself I'm just being paranoid, and that I probably seem just as, like, defensive and angry to them as they do to me...and I think, Okay, maybe if I'm nice to them, they'll be nice to me. And then they try to kill me again. Is it me? Why can't we all just get along? —A Girl In Trouble"



Resident Evil 2

Swimming gorgeously in the dead pool... Come on in, the water's fine

Ah, zombies. Their shambling, flesh-eating antics provide endless fodder for some of Dreamcast's finest titles. Now, Capcom is adding what might be its greatest non-DC exclusive epic to the undead mix: *Resident Evil 2* joins the party on Dreamcast.

A 3D, third-person survival horror masterpiece, *RE2* puts heroine Claire Redfield and newbie cop Leon Kennedy into a warzone, where the Ungrateful Dead are on tour and livening things up. Claire and Leon star in separate but interconnected adventures, which sprawl (and bleed) over two GD-ROMs.

The game itself remains unchanged from its PC, Play

Station, and Nintendo 64 iterations in terms of plot and pacing, but updated graphics add extra punch: characters and background seem even more endlessly ominous, not to mention sharper and crisper.

Few games have ever come close to capturing *Evil 2*'s oppressive mood, decidedly creepy storyline and horrific

enemies. The Raccoon City Police Department headquarters where most of the adventure plays out is more tomb than hall of justice; every dull slap of shoe against tile, every darkened corner and every moaning member of the Recently Exhumed Club helps to build a monument to delicious terror. The game seems to take perverse pleasure in administering brief shocks

(i.e., greedy, tentacled hands shooting out of a hole in the wall and grabbing at the hero, or a tantalizing glimpse of something scampering across a window pane and quickly disappearing into the murk) to churn the adrenaline at random intervals.

These scary elements, designed to elicit brute reaction, are mixed with moderately difficult puzzles that'll stir your intellect. It's a heady combination—and a clunky control system, which can often turn walking in a straight line into a Herculean task, was never a distraction big enough to pull us out of the game. In fact, nothing could stop this zombie hell from being...well, heavenly.

GREG ORLANDO

BUILD A BETTER ZOMBIE ...

ACCORDING TO WEBSITE The Webtender (www.webtender.com), a fine zombie can be conjured from the following ingredients: Light rum, Creme de almond, Sweet and sour, Triple sec, Orange juice and 151 proof rum. Were we a less responsible publication, we would recommend that you shake all of the ingredients with some ice, and strain the result into a Collins glass over ice cubes. Then, we if we weren't so darn morally upstanding, we might suggest that you float the rum on top and serve this undead concoction with a cherry. But we won't.

Official Magazine Dreamcast

PUBLISHER CAPCOM DEVELOPER CAPCOM
GENRE ZOMBIE AVOIDANCE ORIGIN JAPAN PLAYERS 1 ONLINE NO ESRB PRICE \$19.99

GRAPHICS 8

They even rival the sharper, clearer PC version



SOUND 7

Ambient, digetic sounds help sustain spookiness



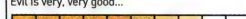
CONTROL 5

Players must push a button to walk down stairs



GAMEPLAY 8

Evil is very, very good...



Score: 8

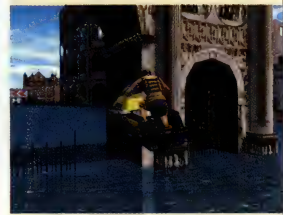


"Why are there so many songs about rainbows?" Well, Kermit, we could tell you but then we'd have to kill you.



Quick like a bunny

To reach the few shortcuts in SSR, try the bunny hop. Simply hold down the R trigger for acceleration, then release the trigger, snap down on the analog stick and hit the trigger again for a quick jump. Do it with your eyes shut if someone's around to wake you up if you doze off.



Surf Rocket Racer

Better hope a sofa cushion can be used as a flotation device...

It's never a good sign when a new Dreamcast game can't even live up to the standards of a

launch title. *Surf Rocket Racer*, like *Hydro Thunder*, is an arcade-style speed-fest across a watery landscape.

But unlike *Hydro Thunder*, it has rather mediocre graphics, few interesting shortcuts and even fewer cool unlockable

extras. With only a handful of tricks, characters and maps to explore, this one is soggier than the last frosted flake in the bowl.

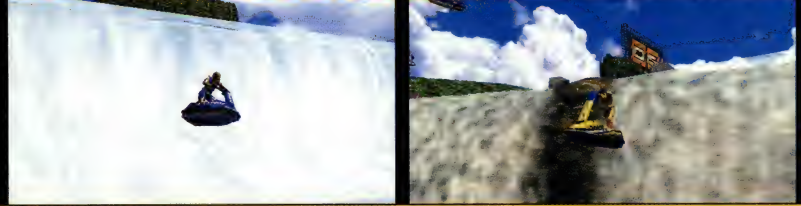
only serve to remind players of just how boring the rest of the game is.

Visually, *SSR* underwhelms with bland textures and flat environments. The waves look nice, but from a physics standpoint, the interaction between surf rockets and water doesn't float. The wake behind rockets is a simple texture that doesn't move or reshape, succeeding only in looking utterly artificial. And while the bright skies, clear water and hidden caves of the Bahamas stage are quite pretty, settings in New York, Rome and the Amazon are just pretty darn dull.

Which isn't to say that there aren't a few sparks of imagination in *Surf Rocket Racer*—there just aren't enough to start a fire of frenetic fun. There are only seven basic maps, with five of them lightly modified to create 13 slightly different courses. However, only two tracks have any visual flair. The Niagara Falls level sends racers over (you'll never guess) the Niagara Falls; the final phantom ship level has some nice scary moments. But unfortunately, the good bits

Unfortunately, things aren't spiced up by the routine game-

DROWNING BY NUMBERS



Although there have been stories of daredevils going over the Niagara Falls in a barrel, the real challenge has been crossing the great cascade by tightrope. Since the early 1820s, more than a dozen men have walked across the falls on a single line—and one guy, William Hunt, even did it blindfolded with baskets (baskets? Was he sponsored by Pler 1 Imports?) on his feet. **FACT:** while plummeting down the 180-foot Falls is a showy way to drown, one can do it just as effectively in as little as six inches of water—many people are victims of their own bathtubs. If, however, the lethal tubwater is cold, one can be revived with few ill effects up to an hour after unconsciousness, as long as someone is there to fish you out. Always use the buddy system, kids.

POSITION

1 / 6

TIME 36

TOTAL TIME

1' 24" 600

LAP TIME

1: 1' 24" 633

2: -' -" -" -"

+ 0.5 SECONDS!

BEST LAP

1' 20" 933



What the Duck?

There are a few interesting goodies in *Surf Rocket Racer*, one of which is the ability to unlock some secret characters. Complete the game's many trick and hazard modes, and you'll get to race against some seriously ducked-up competition. Win the championship, and you'll unlock the yellowest racer of them all!



play. You'll choose between six different racers, each with slightly different speed, acceleration and handling stats. You can't create your own character, nor can you improve the stats of the six initial characters by winning races. And once you become good enough to handle the "expert" drivers, there is little reason to bother with the beginners ever again. But who needs replay value?

The limited selection of characters wouldn't be so bad if players could use their own judgment to pick the right

driver for the right course. But once you've chosen a driver for a championship round, you can't switch drivers between races. In other words, you have to race the same character, with the same strengths and limitations, through both choppy straightaways in the Bahamas and narrow turns in New York.

This strange glitch is made even worse by the fact that you can't save your progress between races. So if you win the first three races of a championship and flub the final track,

you'll need to race all four over again. It's an irritating and artificial way to inject more calories into an anorexic title.

There are three other modes besides the championship, but none of them are particularly exciting. The Tricks & Techniques mode, for instance, requires mastery of the game's broad selection of three—yes, three—tricks, which consist of the less-than-thrilling "bunny hop" plus some loops and barrel rolls off the ramps. Ideally, these sorts of tricks would come in handy in the regular

races, but since pulling stunts only adds a few seconds to the clock and often costs you vital speed, there is little reason to waste time on them.

In other scenarios, you'll collect balloons, race against the clock or challenge other players on the exact same courses. Yawn. Even with the hobbled save system, it didn't take us long to win the whole thing—twice. Given its lack of any real depth, *Surf Rocket Racer* proves (if nothing else) that a game really can drown in shallow water. **JIM PRESTON**

Official Dreamcast

PUBLISHER CRAVE DEVELOPER CRI (CSK)
RESEARCH INSTITUTE, INC. GENRE RACING
PLAYERS 1-2 ONLINE NO ESRB E

GRAPHICS 5

Ranges broadly from the average to the ordinary

SOUND 4

Engines whine over aimless pop noodling

CONTROL 7

Three tricks! Great for Grandmas!

GAMEPLAY 3

Good news: it'll be over in a matter of hours

Score: 4



Note to self: When developing next first-person shooter, avoid hand-to-hand weapons and lackluster gameplay at all costs.



The Spawn of KISS

As any good KISS fan should already be well aware, *Spawn*-tastic creator Todd McFarlane has made it one of his goals in life to place the "ever enduring rock band" KISS in the pantheon of comic history with the Image Comics-published *KISS: Psycho Circus*. A monthly publication, *KISS: Psycho Circus* opts to plumb "the deepest, darkest corners of the imagination" rather than rocking 'n rolling all night and recovering all day.

KISS: Psycho Circus

The Nightmare Child: Now available with sins of omission included!

Un this day and age, it's hard to imagine what would motivate a company to publish a first person shooter with no multiplayer mode. The deathmatch experience in a first person shooter is more than just

lacks a whole variety of other features—fun being the most apparent of them.

The game plops you right in the middle of a dark fantasy world with an objective that is too long and complicated to describe in this review. Putting the crux in a judgement-free sort of nutshell, we'll say that in order to beat the game, you must roam through a series of frightening levels while shooting hideously disfigured circus freaks. Sounds fine: but the devil is in the details.

Psycho Circus does boast the ability to throw more enemies at a player in one shot than we've ever seen in a

Dreamcast game (barring the 70-thug brawl in *Shenmue*). Whenever this happens—probably due to memory limitations—you'll note that the majority of your enemies onscreen are poorly rendered creatures of the headless spider and fire-spitting doglike monster ilk. The bosses—altered circus freaks like the Fat Lady and the Cannonball Man—are sufficiently macabre and not too hard on the eyes, but their fighting skills leave something to be desired. There's little imagination either in their patterns or in how you battle them. Every confrontation turns into a mindless, boring frag-a-thon with no satisfaction guaranteed.

The game's plotline places you in the rotating roles of all four KISS band members. As each member, you'll complete a given

task and receive a piece of armor for your trouble, which will then transform you into an immortal something-or-other. It all has something to do with the story, which, while imaginative and complex, gets kind of lost in so much knee-jerk trigger-pulling action—and in solving goofy puzzles, as well.

Exercises in frustration, the puzzles will have you retracing your steps all over the map seeking hidden objects and passageways. Which seems out of place in a game that (by the publisher's admission) is entirely devoted to action.

KISS Psycho Circus: The Nightmare Child isn't inexcusably horrible. It just doesn't meet today's standards for FPS games, either in graphics or gameplay. And the fact that it has no online or multiplayer

gameplay to speak of is only the stale icing on an already tasteless cake.

GARRETT KENYON



another feature, it's the coup de grace. *KISS Psycho Circus: The Nightmare Child* lacks a multiplayer mode. But its absence is consistent with the rest of the game, as it also

Official Magazine

Dreamcast

PUBLISHER TAKE TWO INTERACTIVE DEVELOPER THIRD LAW/TREXOR ENTERTAINMENT GENRE FIRST PERSON SHOOTER ORIGIN US VMU PAGES 3 PLAYERS 1 ONLINE NOOOO! ESRB M PRICE \$49.99

GRAPHICS 6
Bosses and some levels are beautifully done, but textures tend to be muddy and blurry

SOUND 8
Light on the KISS; ambient soundscape adds to the ominous mood

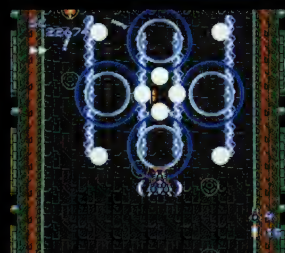
CONTROL 5
Nothing special here, keep moving; no keyboard or mouse support

GAMEPLAY 5
Straightforward shooter without a lot of depth; no online or multiplayer

Score: 5



There's no denying that *Bang!* is a beautiful game! But while graphics are pretty and control is solid, the shooting-and-collecting-powerups ad nauseum can get a bit repetitive (or nauseating). But give it a rent and see for yourself.



Even this game's level of manic combat can't approach the most insane space shooter of all time, *Blazing Lasers* for the TurboGrafx. At one point, you were firing seven lasers simultaneously in a zig-zag frenzy filling the entire screen. Now that is a big bang!

Bang! Gunship Elite

Best played with Pop-Rocks and and a sixer of Coke

Bang! *Gunship Elite* is the sort of game that puts a happy, stupid grin on our faces. It's the kind of game that lets us crank the volume, mash on buttons and yell, "Suck it up, baby!" at the screen. It is, at heart, a classic console shooter in the tradition of *Gradius* or *R-Type*—but it's been executed with all of the spectacular graphics and effects made possible by Dreamcast.

There is a sort of a plot in *Bang!*, but any game that brings along its own exclamation point is not the game you're going to look to for things like subtle

character development. Basically, *Bang!* puts you into the role of a hotshot space pilot who has to shoot just about anything that moves. That's about all the motivation we needed to fill the void of space with the debris of our enemies.

The game unfolds over 19 different missions, but there is very little variation among them. Sometimes you have to protect a convoy from marauding pilots, other times you have to spearhead an attack on an enormous capital ship. For the most part it is

indeed pretty fun, but some of the later levels swamp you with so many enemies you're simply overwhelmed—and since you can only save between levels, you might occasionally get frustrated by the repetition.

However, we were not frustrated by the controls. The Dreamcast's analog stick is perfectly suited for this kind of game, and the simplified aiming means you'll kill just about anything sighted in your crosshairs. The enemy AI, however, is rather limited. Most ships will make only the weakest efforts to evade your shots,

and some will actually take cover behind a handy nearby asteroid. For the most part, you're simply fighting battle drones.

The nine different weapons look and sound great, but beyond the visuals there is little imagination in the gameplay. Basically, you just shoot stuff, gather power-ups and use your shield now and then: but did we mention how pretty the game is? *Bang!* is certainly beautiful and fun to look at—but it won't give you much more than a cool callus on your trigger finger.

JIM PRESTON

Official Magazine
Dreamcast

PUBLISHER RED STORM DEVELOPER RAYLAND
INTERACTIVE GENRE ACTION ORIGIN UK PLAYERS: 1 ONLINE NO VMU CT 4

GRAPHICS 9

Spectacular weapons and explosions. Yummy!

SOUND 7

Weapons sound groovy and have much bass.

CONTROL 7

Ship is easy to fly but blasting baddies too easy.

GAMEPLAY 5

It's fun at first, but soon grows all too familiar.

Score: 6

GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE
ACTION			
AEROWINGS 2 Sega	A competent shooter/flight sim that could've used a little more decoration	6	Issue 8: Nov 00
AIRFORCE DELTA Konami	Airborn shooter a bit too rough around the edges to really shine	5	Issue 2: Nov/Dec 99
ARMY MEN: SARGE'S HEROES Midway	A good installation in the long running series that will please fans	7	Issue 2: December 00
CANNON SPIKE Capcom	Fast-paced shooter that's fun, but ultimately disposable in that arcade way	7	Issue 8: Nov 00
CRAZY TAXI Sega	Fast-paced arcade objective-based car game, need we say more?	9	Issue 4: Mar/Apr 00
DEEP FIGHTER Ubisoft	Immersive shooter that may be boring to some, but excellent to others	7	Issue 7: Sep/Oct 00
DRACONUS: CULT OF THE WYRM Crave	3D hack 'n slash that trips over its own ambitious design	6	Issue 5: May/Jun 00
DYNAMITE COP Sega	Arcade beat 'em up fun for one round, and then it's just repetitive	5	Issue 2: Nov/Dec 99
EXPENDABLES Infigames	Simple, straightforward shooter fits its title a little too well	3	Issue 2: Nov/Dec 99
FIGHTING FORCE 2 Edios	Port of a vermy mediocre 3D action game, with repetition galore	5	Issue 4: Mar/Apr 00
FUN FIGHTERS Activision	Stuffed animal shoot 'em up with adventure elements to boot	8	Issue 7: Sep/Oct 00
GRAND THEFT AUTO 2 Rockstar	Death, destruction, mayhem and cars... a treat for delinquents	5	Issue 8: Jul/Aug 00
GUNDAM SIDE STORY: 0079 Bandai	It's all about the anime mechs in this 3D first person shooter--fun!	7	Issue 5: May/Jun 00
HIDDEN & DANGEROUS Talonsoft	A difficult, flawed, but sophisticated shooter strategy with rough edges	6	Issue 8: Nov 00
INCOMING Interplay	Repetitive alien blast-fest in the air and on the ground...yawn	5	Issue 4: Mar/Apr 00
JEDI POWER BATTLES Lucas Arts	An innovative 3D action fest that could've used a little more of the Force	10	Issue 9: December 00
JET GRIND RADIO Sega	Taggin', skatin', police evadin' goodness in fresh, hip packaging. Cool	7	Issue 6: Jul/Aug 00
MAKEN X Sega	First person slash 'em up with loads of story and innovative elements	7	Issue 6: Jul/Aug 00
METROPOLIS STREET RACER Sega	Innovative systems along with cool visuals and great handling	9	Issue 10: Holiday 00
MDK2 Interplay	Hyperaction speed fest out of an old favorite with money to spare	9	Issue 8: Jul/Aug 00
NIGHTMARE CREATURES 2 Konami	Goth-styled 3D goreful with violent highs and a deranged hero	6	Issue 6: Jul/Aug 00
QUAKE III: ARENA Sega	Multiplayer online fragfest goes console crazy and emerges a winner	9	Issue 10: Holiday 00
RAINBOW SIX Majesco	Off-delayed strategy shooter finally emerges sans multiplayer	6	Issue 7: Sep/Oct 00
RED DOG Crave	Big explosions, big alien tanks and big firepower make this a cool treat	7	Issue 10: Holiday 00
SLAVE ZERO Infigames	Great concept, horrible execution; a multiplayer shooter gone wrong	6	Issue 5: Jan/Feb 00
SOUL FIGHTER Mindscape	3D weapons-based hack 'n slash...the bottom of the DC barrel	2	Issue 4: Mar/Apr 00
SPAWN: IN THE DEMON'S HAND Capcom	Bad mechanics, cameras and no way to exit menus...soul!	3	Issue 9: December 00
STARLANCER Crave	Beautiful, fluid space shooting action with online play to boot	9	Issue 10: Holiday 00
SWORD OF THE BERZERK Edios	Anime hack 'n slash with pretty pretensions but repetitive gameplay	7	Issue 6: Jul/Aug 00
TOY COMMANDER Sega	Imaginative 3D romp through childhood. Toys, guns and dimosaus!	8	Issue 3: Jan/Feb 00
VIGILANTE 8: 2ND OFFENSE Activision	Car combat meant for one, but marketed for multiplayer	7	Issue 4: Mar/Apr 00
WILD METAL RockStar Games	Tank shooter with bland graphics, but some intense terrain	5	Issue 4: May/Jun 00
WORMS ARMAGEDDON Hasbro	Multiplayer franchise goes ballistic with worm-on-worm action	7	Issue 5: May/Jun 00
ZOMBIE REVENGE Sega	Arcade style beat 'em up with zombies and no real depth	6	Issue 4: Mar/Apr 00
ADVENTURE			
BLUE STINGER Activision	Survival horror adventure tripped up by voice acting and cameras	6	Issue 2: Nov/Dec 99
BUZZ LIGHTYEAR 2K Activision	Another Toy Story licensed game, but this time based on the cartoon	7	Issue 10: Holiday 00
CARRIER Jaleco	Moody abandoned airship survival horror with some damaging flaws	5	Issue 5: May/Jun 00
D2 Sega	Wonderfully atmospheric, short, romp through mutated Canadian wilderness	7	Issue 8: Nov 00
ECCO THE DOLPHIN: DOTT Sega	Beautiful, immersive, incredibly tough and unforgiving, for hardcore gamers	8	Issue 8: Nov 00
IS-PP: OPERATION ESPIONAGE UFO Interactive	Difficult, complex strategy title that's a little too tough for its own good	6	Issue 6: Jul/Aug 00
LEGION OF KAIN: SOUL REAPER Edios	Raziel ventures to DC with yummy graphics and tight gameplay	8	Issue 4: Mar/Apr 00
OMNIKRON Edios	Ambitious 3D adventure hampered by dullness and gameplay problems	5	Issue 5: May/Jun 00
RAYMAN 2 Ubisoft	Great looking platformer with plenty of fun and quirk... a 3D classic	9	Issue 5: May/Jun 00
RESIDENT EVIL CODE: VERONICA Capcom	An amazing and fitting sequel to the classic survival horror series	10	Issue 5: May/Jun 00
THE RING: TERROR'S REALM Infigames	Slow, plodding horror adventure with an interesting plot but no pace	2	Issue 7: Sep/Oct 00
SHADOWWARRIOR Activision	Dark, gothic, undeadworld romp as comic anti-hero, Shadowman	7	Issue 4: Mar/Apr 00
SOUND ADVENTURE Sega	Sonic goes 3D with style and more substance, an instant classic	9	Issue 1: Sep/Oct 99
SUPER MAGNETIC NINE Crave	Cute platformer with attitude, but a little bland at times	7	Issue 7: Sep/Oct 00
TOMB RAIDER: THE LAST REVELATION Edios	Outdated engine does nothing new on Dreamcast, what a shame	5	Issue 6: Jul/Aug 00
TOY STORY 2 Activision	Crappy cameras make this a little not fit for children, let alone adults	2	Issue 8: Nov 00
FIGHTING			
CAPCOM VS. SNK Capcom	Every 2D fighter's dream come true, but with overly simplified controls	7	Issue 10: Holiday 00
DEAD OR ALIVE 2 Tecmo	Complex, strategic 3D fighting with the best looking characters around	10	Issue 5: May/Jun 00
KING OF BIZARRE ADVENTURE Capcom/Tormo	Strange anime 2D fighter with nice touches in some odd places	6	Issue 4: Mar/Apr 00
KUNG FIGHTERS DEMO MATCH 1999 SNK	Arcade 2D fighter gets the console treatment and comes out kicking	7	Issue 3: Jan/Feb 00
MARVEL VS. CAPCOM Capcom	Fastpaced 2D fighter aimed at fans of the genre and characters	6	Issue 2: Nov/Dec 99
MARVEL VS. CAPCOM 2 Capcom	Three-member tag teams done to 2D perfection! Go Capcom!	9	Issue 7: Sep/Oct 00
MK GOLD Midway	Uninspiring fighter-by-numbers in the MK franchise	3	Issue 2: Nov/Dec 99
PLASMA SWORD Capcom	A rapid 3D me-too fighter with no real punch but a good lineage	5	Issue 5: May/Jun 00
POWER STONE Capcom	Innovative 3D fighting for anyone willing to take a risk	8	Issue 2: Nov/Dec 99
POWER STONE 2 Capcom	Brilliant 3D four-player fighting with more depth than the original	8	Issue 7: Sep/Oct 00
PSYCHIC FORCE 2012 Taito	Gravity-free 3D anime fighter with questionable controls	4	Issue 4: Mar/Apr 00
SOUL CALIBUR Namco	Glorious weapons fighter done Namco's usual way...stunningly	9	Issue 2: Nov/Dec 99
STREET FIGHTER ALPHA 3 Capcom	Good basic Street Fighter stuff, with or without the online support	8	Issue 2: Nov/Dec 99
STREET FIGHTER III: 3RD STRIKE Capcom	Great looking, great playing, but missing the classic characters!	7	Issue 5: May/Jun 00
STREET FIGHTER III: 3RD STRIKE Capcom	Pure 2D Street Fighter! bliss with classic and new characters aplenty	9	Issue 5: May/Jun 00
TECH ROMANCOER Capcom	Big mechs beat one another up in anime fighter with lots of quirks	7	Issue 6: Jul/Aug 00
UFC Crave	Strategic, realistic fighting based on the underground phenomenon, UFC	9	Issue 8: Nov 00
VIRTUAL FIGHTER 3TB Sega	Yu Suzuki's arcade fighter comes home with all the gameplay intact	8	Issue 2: Nov/Dec 99
VIRTUAL ON: ORATORIO TANGRAM Activision	Robo-tastic action with no twin stick support--will you miss it? Maybe.	8	Issue 7: Sep/Oct 00
SPORTS			
BASS FISHING Sega	Best bass fishing ever! Arcade port is wondrous for fans.	6	Issue 2: Nov/Dec 99
ECW Acclaim	The old WWF-egs with some very poor graphics make this a dud	2	Issue 6: Jul/Aug 00
JEREMY MCGRATH SUP'CROSS 2000 Acclaim	Crap on two wheels: inconsistent framerate, bad graphics, poor controls	1	Issue 8: Nov 00
NBA SHOWTIME Midway	Arcade slam fest for up to four players; fun for four or even one!	7	Issue 3: Jan/Feb 00
NBAK2 Sega	A few bugs stand in the way of this hoop dream come true	8	Issue 3: Jan/Feb 00
NFL BLITZ 2000 Midway	Hyper arcade football action, but no upgrade in graphics or gameplay	6	Issue 2: Nov/Dec 99
NFL BLITZ 2001 Midway	More over-the-top goodness, but this time brilliant in multiplayer mode	8	Issue 9: December 00
NFL QBC 2000 Acclaim	Bad gameplay mars a good franchise with no remorse at all	2	Issue 9: December 00
NFL QBC 2001 Acclaim	An acknowledgeably better beast than last year, but still second string	5	Issue 2: Nov/Dec 99
NFLK2 Sega	The best football videogaming sim ever to grace the small screen	9	Issue 2: Nov/Dec 99
NHLK2 Sega	Way, this really is the best football videogaming sim too...yadda, yadda...	10	Issue 9: December 00
READY 2 RUMBLE BOXING Midway	One great hockey game that suffers from only minor flaws	8	Issue 5: May/Jun 00
RIPPIN' RIDERS Sega	Great presentation of arcade boxing, but not deep enough to satisfy	6	Issue 2: Nov/Dec 99
SEGA MARINE FISHING Sega	Snowboarding fest that may be shallow, but it's damn fast!	7	Issue 10: Holiday 00
STRIKER PRO 2000 Infigames	More arcadey soccer, with loads of new features and mini-games	6	Issue 10: Holiday 00
SYDNEY 2000 Edios	An adequate soccer sim with some severe gameplay problems	6	Issue 4: Mar/Aug 00
TEE OFF GOLF Acclaim	Track 'n field button masher: Olympics events that could've used tweaking	5	Issue 8: Nov 00
TONY HAWK'S PRO SKATER Crave	Super deformed folks 'tee-off' to charm, but not to gameplay	5	Issue 5: May/Jun 00
TONY HAWK'S PRO SKATER 2 Crave	Hands down one of the best skaters ever! If you don't own this, well...	9	Issue 6: Jul/Aug 00
TONY HAWK'S PRO SKATER 2 Crave	Hands down the ULTIMATE skater! Go out and buy it, NOW!	10	Issue 10: Holiday 00
VIRTUA ATHLETE 2K Agetec	A deeply flawed racer 'n' field title that looks great but plays terribly	2	Issue 8: Nov 00
VIRTUA STRIKER 2 Sega	DC port of popular arcade soccer title that doesn't make it out intact	6	Issue 5: May/Jun 00
VIRTUA TENNIS Sega	The best tennis game ever! Any questions?	9	Issue 6: Jul/Aug 00

GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE
RACING			
WWF ATTITUDE Acclaim	Horrible port of a horrible PlayStation wrestling game--run, don't walk!	2	Issue 3: Jan/Feb 00
WORLD SERIES BASEBALL 2K1 Sega	No felding, poor player controls make this an arcade experience, a shame	4	Issue 8: Nov 00
WWF ROYAL RUMBLE THQ	An arcade-y tribute to the Royal Rumble with limited characters	6	Issue 8: Nov 00
XTRME SPORTS Infigames	A pentation of "xtreme" events that plays great but is missing the fun	5	Issue 10: Holiday 00
RACING			
4WHEEL THUNDER Midway	Tough as nails off road type racer with Hydro Thunder sensibilities	7	Issue 6: Jul/Aug 00
4X4 EVOLUTION GOD Games	Enjoyable SUV racer with online elements but no damage modeling	7	Issue 10: Holiday 00
DEMOLITION RACER: NO EXIT Infigames	A dam good arcade derby racer that encourages vehicular carnage	8	Issue 9: December 00
DREAM ROADSTERS Titus	Bad physics and bland visuals crash this could-be racer prematurely	4	Issue 5: May/Jun 00
EPISODE I: RACER Lucas Arts	Racer that says the force for good and doesn't end up sucking	7	Issue 5: May/Jun 00
FERRARI F355 CHALLENGE Acclaim	A beautiful, but incredibly tough sim that's reserved for tough sim nuts	7	Issue 9: December 00
F1 WORLD GRAND PRIX Sega	Precision handling and simulation make this an excellent racer	8	Issue 4: Mar/Apr 00
FLAG TO FLAG Sega	CART Racing done with some good attention to physics and detail	7	Issue 2: Nov/Dec 99
HYDRO THUNDER Midway	Port of a great arcade water racer that overcomes plain wrapping	8	Issue 2: Nov/Dec 99
LOONEY TUNES SPACE RACE Infigames	Spot on licensed kart racer from Looney land, with everything for fans	8	Issue 10: Holiday 00
MAGFORCE RACING Crave	Slack looking racer that doesn't handle as well as it looks	4	Issue 7: Sep/Oct 00
MONACO GRAND PRIX Ubisoft	It's F1 racing for the F1 purist; all others need not apply	4	Issue 2: Nov/Dec 99
PEN PEN TRICELON Infigames	Wacky penguin racer too goofy and short for anyone over 10.	5	Issue 2: Nov/Dec 99
POD: SPEEDZONE Ubisoft	'Net racer with plenty of options, but no enough solid gameplay	5	Issue 10: Holiday 00
RE-VOLT Acclaim	Mini RC racer with charm and gameplay for the whole family	8	Issue 4: Mar/Apr 00
SEGA GT Sega	Glorious looking, excellent handling make this a racing sim dream	9	Issue 8: Nov 00
SEGA RALLY 2 Sega	Great handling rally racer; some difficulty and framerate problems	8	Issue 3: Jan/Feb 00
SF RUSH 2049 Midway	Perfect arcade translation with loads of extras for Rush fans worldwide	9	Issue 8: Nov 00
SOUTH PARK RALLY Acclaim	Cartman and gang are back for more mediocre cart racing	5	Issue 7: Sep/Oct 00
SPEED DEVILS Ubisoft	The bane of our existence, reviews-wise, you'll never let us forget it	3	Issue 2: Nov/Dec 99
STAR WARS: DEMOLITION Lucas Arts	Vehicular combat done with plenty of options and some of the fun	6	Issue 10: Holiday 00
SUZUKI ALSTARE EXTREME RACING Ubisoft	Deeply flawed arcade motorcycle that ends up being kinda fun	6	Issue 3: Jan/Feb 00
TEST DRIVE 6 Infigames	Bad design and an outdated engine that's not a good racer make	4	Issue 4: Mar/Apr 00
TEST DRIVE LEAKS Infigames	Slack handling...good looking simulation racing done amazingly well	9	Issue 10: Holiday 00
TEST DRIVE V-RALLY 2 Infigames	Brilliant handling and crisp framerate make this rally racer the real thing	8	Issue 8: Nov 00
TWIN HARDCORE HEAT ASC Games	Coppy controls and questionable physics dampen its chances.	2	Issue 2: Nov/Dec 99
TOKYO STREET RACER Crave	Great looking street racer with very limited courses--one	6	Issue 2: Nov/Dec 99
TRICKSTYLE Acclaim	Smooth, ambitious hoverboard racing falls a little flat in practice	6	Issue 2: Nov/Dec 99
WACKY RACES Infigames	Cel shading gets wacky in this licensed cart racer with attitude	8	Issue 6: Jul/Aug 00
ARCADE			
CENTIPEDIE Hasbro	Retro-shooter upgrade to arcade classic not exactly up to par	4	Issue 3: Jan/Feb 00
FRÖGGER 2: SWAMPY'S REVENGE Majesco	A surprisingly great sequel more akin to the arcade original	7	Issue 10: Holiday 00
GAUNTLET LEGENDS Midway	A great arcade port that only suffers from repetitive nature	6	Issue 6: Jul/Aug 00
RPG			
ARMADA Metro3d	Hybrid shooter/RPG with plenty of 'high points and a big fanbase.	6	Issue 4: Mar/Apr 00
ELEMENTAL GIMMICK GEAR Vatical	Nice looking, but tough 2D RPG with minimal storyline	5	Issue 4: Mar/Apr 00
EVOLUTION SHOOT	Overly simplified dungeon crawler with great, great characters	7	Issue 3: Jan/Feb 00
EVOLUTION 2: FAR OFF PROMISE Ubisoft	Cute sequel with more of everything, but not a whole lot more	8	Issue 6: Jul/Aug 00
GRANDIA II Ubisoft	Amazing sequel to a Saturn classic comes to US. A must-buy.	9	Issue 10: Holiday 00
SKIES OF ARCADIA Sega	The best RPG for DC has finally arrived! Stop reading and buy it NOW!	10	Issue 10: Holiday 00
SEVENTH CROSS: EVOLUTION UFO Interactive	Wacky breeding sim with simplistic graphics but complex gameplay	3	Issue 4: Mar/Apr 00
SILVER Infigames	ACORN RPGs ensue after hero's wife gets jacked by evil empire	6	Issue 7: Sep/Oct 00
TIME STALKERS Sega	Flawed time-traveling RPG with good intentions but no follow-through	5	Issue 6: Jul/Aug 00
PUZZLE			
BUST-A-MOVE 4 Acclaim	Same game, same maniacal, bubble-busting fun. Perfect for two players	6	Issue 7: Sep/Oct 00
CHU CHU ROCKET Sega	Sonic Team goes cat 'n' mouse crazy in Sega's first online endeavor	8	Issue 5: May/Jun 00
MR. DRILLER Namco	Cute mascot puzzler that should be outsourced for addictive qualities	7	Issue 7: Sep/Oct 00
WETRIX-Xatrix	It's wet, it's wacky, and it could be fun for two players--but it isn't.	5	Issue 5: May/Jun 00
SHOOTER			
GIGAWATT Tommo	Old-school 2D shooter for diehard fans of the arcade genre	6	Issue 5: May/Jun 00
GUNBIRD 2 Capcom	Old-school top down scroller that's too hard and too short; a bad combo	3	Issue 8: Nov 00
HOUSE OF THE DEAD 2 Sega	Lightgun shooter sans lightgun hurts this arcade classic only slightly	8	Issue 1: Sep/Oct 99
SILENT SCOPER Konami	Arcade conversion that could've used a special peripheral	6	Issue 9: December 00
SIM/OTHER			
AEROWINGS Crave	Flight sim gets loopy with cool play, but tough controls and concept	7	Issue 2: Nov/Dec 99
CHEF'S LUV SHACK Acclaim	South Park license abused for gameshow aesthetic-bo	3	Issue 4: Mar/Apr 00
CHIEFDRAGON TYPHOON II GOD Games	Construct a railroad, manage it, in a game that's addictive, but not online	7	Issue 8: Nov 00
ISLAND OF ARMOGA Sega	Wacky, addictive fun with touches of musical genius and maniacs!	9	Issue 10: Holiday 00
SPACE CHANNEL 5 Sega	Great looking vehicle for virtual superstar, Utala...but just too short	7	Issue 7: Sep/Oct 00
SEAMEN Sega	Weird, omeey fishman-raising sim...expect some strange results!	6	Issue 7: Sep/Oct 00
PERIPHERALS			
ALLOY ARCADE STICK Interact	Cool looking chrome arcade stick with eight programmable buttons.	8	Issue 7: Sep/Oct 00
ARCADE FIGHTER STICK AGETEC	A must for any fighting game fan. Fun with lots of other games, too.	8	Issue 4: Mar/Apr 00
ASTROPAD Performance	Cheap DC Controller that gives you about what you paid for.	4	Issue 4: Mar/Apr 00
CONCEPT 4 WHEEL Interact	One of the better steering wheel and pedal combos available.	5	Issue 5: May/Jun 00
DREAM MASTER CONTROLLER Nyko	Six-button controller has lots of problems, but the D-pad is good.	5	Issue 5: May/Jun 00
DREAM PAD Mad Catz	Mmmmm...rubber. A quality DC controller that scratches the original	4	Issue 4: Mar/Apr 00
DREAMBLASTER Performance	Solid, precise lightgun with auto-fire and -reload; the best lightgun.	4	Issue 4: Mar/Apr 00
DREAMSTATION Ultimate	Lets you use Sony Dual Shock controllers, and other stuff, on your DC.	4	Issue 4: Mar/Apr 00
THE ENFORCER Topmax	Delicious and sturdy line game arcade stick, one of the best	8	Issue 8: Nov 00
ENTERTAINMENT MACHINE Zenith	This TV is marketed as a game's set, but actually, it's just a TV.	6	Issue 6: Jul/Aug 00
GAMESHARK XBOX Interact	It's got lots of codes, and lets you play import games too.	7	Issue 7: Sep/Oct 00
INNOVATION 4 MEGABYTE MEMORY CARD	It's like four memory cards in one! This is the one to get for sure.	7	Issue 7: Sep/Oct 00
INTERACTIVE BATTLE CHAIR Hunsiker	More butt-rumbling power than you can handle. Pretty very cool.	4	Issue 5: May/Jun 00
JUMBO MEMORY PAD X2 Nyko	Good memory card with twice the memory! And has tight screws!	4	Issue 4: Mar/Apr 00
MAD CATZ EXTENSION CABLE	Actually sit on your sofa while playing, rather than on the floor.	6	Issue 6: Jul/Aug 00
MAD CATZ WHEEL	The best wheel-and-pedal combo ever made for a home console.	5	Issue 5: May/Jun 00
NEXUS 4MB MEMORY CARD Level Six	800 blocks of memory can't be bad. And you can hook it to your PC.	4	Issue 4: Mar/Apr 00
PELICAN 4X MEMORY CARD	It's not too reliable. Tends to lose your data. This is bad.	7	Issue 7: Sep/Oct 00
PERFORMANCE EXTENSION CABLE	Um...see the above note on the Mad Catz cable. Same deal.	4	Issue 6: Jul/Aug 00
PERFORMANCE MEMORY CARD	At only \$10 this card can't be beat. But no screen--no minigames.	4	Issue 4: Mar/Apr 00
POWERLINK NYKO	Allows you to connect two Neo Geos together for multiplayer action.	5	Issue 5: May/Jun 00
QUANTUM FIGHTER PAD Interact	Programmable and cool-looking, but it's cumbersome shape blows.	4	Issue 4: Mar/Apr 00
RALLY WHEEL AGTEC	Lacks weight, balance and sturdiness, but has force feedback.	4	Issue 4: Mar/Apr 00
STANLEY LIGHTBLASTER Interact	Excellent lightweight but not quite as good as the Mad Catz.	4	Issue 4: Mar/Apr 00
SUPER SONIC CONTROLLER Reamscope	This thing is complete crap. Don't buy this thing.	6	Issue 6: Jul/Aug 00
TRICKSTYLE RACING WHEEL	You could do worse. Crappy pedals and weirdly-placed buttons.	5	Issue 5: May/Jun 00
THUNDER PAD Nyko	This nubby pack accessory works, and that's all it has to do.	4	Issue 4: Mar/Apr 00
INNOVATION 4 MEGABYTE MEMORY CARD	Like the Pelican card, but works a lot better. This is the one to get.	7	Issue 7: Sep/Oct 00

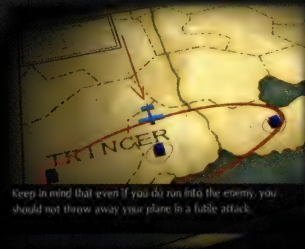
It's 9:00 am.

December 7, 1941.

Do you know where
your Sega Dreamcast is?



Fly over 20 authentic WW II airplanes.



Keep in mind that even if you do run into the enemy, you should not throw away your plane in a futile attack.

Challenge your dogfighting skills in 17 unique missions.



Realistic instrumentation puts you in control of your craft 24/7.

If you know what's good for you, soldier, you're hooked into that Sega Dreamcast defending the good ol' American Navy from the enemy's surprise attack. And if you can stop 'em there, you'll have to escort those B-29's in their definitive attack on the largest naval fleet in the Pacific. I ain't talkin' 'bout no walk in the park here, soldier; this is an all out adrenaline rush of aerial combat. WW II style. Just an Ace and his machine. Two creatures forged from burning metal, moving as one. So strap into that Sega Dreamcast, soldier, and get ready to become one of the boys; one of the Iron Aces.

IRON ACES



Ultimate Online Resource

As we scoured the web for codes, we found ourselves going back again and again to one site, formerly www.gamesages.com and now <http://codes.ign.com>. In retrospect, it's no surprise, since the site is run by ODCM's own code guru, Noah Massey. Anyway, if you're looking for the latest codes online—always tested—point yer browser to <http://codes.ign.com>

Welcome to the ultimate code experience...

We pored over past issues. We scoured the Internet. We dusted off the back library of games. And when we were done, we had compiled the largest listing of codes in **ODCM** history. Now, we could have just slapped these on the page—but we decided to do something a little more interesting. We decided to make a **mini codebook**. Or rather, we decided to let YOU make an official **ODCM Mini Codebook™**. Flip to the end for instructions on how to put it together.

Of course, if you're not into crafts or you don't want to cut up your magazine, it might be a little hard to find the codes, since they're arranged in a way that'll actually let you make the book. So we've compiled this handy index: if you're looking for a game, here's the mini codebook page where you'll find the info.

4 Wheel Thunder	2	NBA Showtime	7	Soul Calibur	13
Aerodancing	2	NBA 2K	7	Soul Fighter	13
Aerowings 2	2	NBA 2K 1	7	South Park:	
Armada	2	NFL Blitz 2000	8	Chef's Love Shack	13
Blue Stinger	2	NFL Blitz 2001	9	Speed Devils	14
Centipede	2	NFL 2K	9	Star Wars	
Chu-Chu Rocket	2	NHL 2K	9	Episode 1 Racer	14
Crazy Taxi	3	Nightmare Creatures	10	Street Fighter 2	14
Dead or Alive 2	3	Penpen Tricelon	10	Striker Pro	14
Draconus	3	Plasma Sword	10	Tee Off Golf	14
Dynamite Cop	3	Power Stone	10	Test Drive 6	14
ESPN Track and Field	3	Psychic Force 2012	10	Tokyo Xtreme Racer	14
Expendable	3	Puyo Puyo 4	10	Tomb Raider 4	14
Ferrari 355	3	Quake 3 Arena	10	Tony Hawk's	
Fighting Force 2	3	Rainbow 6	10	Pro Skater	14
Grand Theft Auto	3	ReVolt	10	Tony Hawk's	
Gundam Side Story	4	Ready 2 Rumble	11	Pro Skater 2	15
Hidden and Dangerous	4	Ready 2 Rumble:		Toy Commander	15
House of the Dead 2	4	Round 2	11	Trickstyle	15
Hydro Thunder	4	Resident Evil 2	11	UFC	15
Incoming	4	Rippen Riders	11	Vigilante 8	16
Jojo's Bizarre		Roadsters	11	Virtua Fighter 3	16
Adventure	4	Rush 2049	11	Virtua Striker 2	16
Legacy of Kain:		Seaman	12	Virtua Tennis	16
Soul Reaver	5	Sega Bass Fishing	12	Wacky Races	16
MDK 2	5	Sega Rally	12	Wetrix	16
Magforce Racing	5	Seventh Cross	12	Wild Metal Country	16
Maken X	5	Shadow Man	12	Zombie Revenge	16
Marvel vs. Capcom	5	Slave Zero	13		
Mortal Kombat Gold	6	Sonic Adventure	13		

DC CODES +

odcm's **Cheater** Super Booklet

Free Play Mode	573765D2000000FF
P1 Character Modifier	6DAB779A00000001
P1 Tons o' Points	9F8005E400000090
P1 Infinite Health	39612B5400000100
P2 Tons o' Points	8D5B821300000090
P2 Infinite Health	7F5DC11000000100
Red Blood Mode	647B79C400000001



12: GUNDAIM SIDE STORY ::

GAMESHARK CODES

Lvl 1 - Infinite Armor
80339B0700000384

Lvl 1 - Inf Ammo Primary
49D0A4F70000001C

Lvl 1 - Inf Ammo Special
7E23C8DA4000001C

Lvl 1 - Low Heat
B7B6215E80000000

Lvl 1 - Low Barrel Heat
7E1DC8DA40000000

Lvl 2 - Infinite Armor
15A43A0500000384

Lvl 2 - Inf Ammo Primary
E773E5B00000000A

Lvl 2 - Inf Ammo Special
2FE745890000000A

Lvl 2 - Low Heat
85A3ABC000000000

Lvl 2 - Low Barrel Heat
2D07458900000000

13: HIDDEN AND DANGEROUS ::

1st Step: Cheat Mode (This must be done first to activate any of the cheats)

From the beginning of the game, at any Menu Screen during the beginning of the game or when it asks you to enter your name, type: **WILLICHEAT**

This will enable the cheat mode and make it possible for you to enter in the other codes during the games.

Invincibility
Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **CANTDIE**

See What The Bad Guys Can See.
Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **ENEMYB**

Always Place 1st
7875D0C5A0000001

Enable All Trucks And Boats
78C50CA300000001

See Where The Enemy Are Located
F1E9927000000001

5/7/7/78/6000000001
8A3C9A2A1000000001

Pause the game and type the
DFD8BC7E00000001

Pause the game and type the
DFD8BC7E00000001

Pause the game and type the
DFD8BC7E00000001

Pause the game and type the
DFD8BC7E00000001

Pause the game and type the
DFD8BC7E00000001

Pause the game and type the
DFD8BC7E00000001

Pause the game and type the
DFD8BC7E00000001

following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **ENEMYF**

This switches the camera to give you a full frontal shot of one of the enemies, As with the **ENEMYB** code, you can keep entering this code to switch the camera angle to see all the different bad guys.

The 100% Health Code
Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **GOODHEALTH**

This code will restore all of your teammates' health to 100% immediately.

Display score
To display your score, press **→** then press **START**, A 'O' should appear in the upperleft corner of the screen if the code worked.

Instantly Kill Every Enemy
Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

12: HOUSE OF THE DEAD ::

Display score
To display your score, press **→** then press **START**, A 'O' should appear in the upperleft corner of the screen if the code worked.

Instantly Kill Every Enemy
Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

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Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

12: HOUSE OF THE DEAD ::

Display score
To display your score, press **→** then press **START**, A 'O' should appear in the upperleft corner of the screen if the code worked.

13: INCOMING ::

Cheat Menu

When you first turn on the game, hit the Start button. When the main menu appears, press **→** then **→** to reveal the cheat menu. This gives you access to every single cheat in the game (how nice!) Here you can choose your starting mission, infinite lives, infinite shields, and more options.

13: JOJO'S BIZARRE ::

Display score
To display your score, press **→** then press **START**, A 'O' should appear in the upperleft corner of the screen if the code worked.

Instantly Kill Every Enemy
Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

13: JOJO'S BIZARRE ::

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To display your score, press **→** then press **START**, A 'O' should appear in the upperleft corner of the screen if the code worked.

Instantly Kill Every Enemy
Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

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Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

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Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

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Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

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Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

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Instantly Kill Every Enemy
Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

13: JOJO'S BIZARRE ::

Display score
To display your score, press **→** then press **START**, A 'O' should appear in the upperleft corner of the screen if the code worked.

Instantly Kill Every Enemy
Pause the game and type the following using your Dreamcast keyboard, You will not see any text being entered on the screen, Type: **KILLTHEMALL**

13: JOJO'S BIZARRE ::

Display score
To display your score, press **→** then press **START**, A 'O' should appear in the upperleft corner of the screen if the code worked.

14: SLAVE ZERO ::

AI Firing Mode

During the game, on the second controller, press and hold **→** then **→** to turn on and off the AI firing mode.

God Mode
While playing, insert a controller into the second port and press **→** and **→** simultaneously.

Infinite Ammo
While playing, insert a controller into the second port and press **→** and **→** simultaneously.

P1 Always Wins
683B640700000002

P2 Always Wins
683B640700000002

P1 One Win Needed
683B640700000002

P2 One Win Needed
683B640700000002

4FFA10AD00000000
4FFA10AD00000000

4F730AD00705041
4F730AD00705041

683B640700000002
683B640700000002

683B640700000002
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683B640700000002
683B640700000002

15: SOUTHERN CALIBUR ::

GAMEPLAY CODES

Infinite Health P1
F62980EAC0703044

50% Stand P2 (Arc)
D55895BA400000028

Always Place 1st
7875D0C5A0000001

Enable All Trucks And Boats
78C50CA300000001

See Where The Enemy Are Located
F1E9927000000001

5/7/7/78/6000000001
8A3C9A2A1000000001

Pause the game and type the
DFD8BC7E00000001

Pause the game and type the
DFD8BC7E00000001

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Pause the game and type the
DFD8BC7E00000001

Pause the game and type the
DFD8BC7E00000001

16: KING OF FIGHTERS ::

GAMEPLAY CODES

Infinite Health P1
F62980EAC0703044

50% Stand P2 (Arc)
D55895BA400000028

Always Place 1st
7875D0C5A0000001

Enable All Trucks And Boats
78C50CA300000001

See Where The Enemy Are Located
F1E9927000000001

5/7/7/78/6000000001
8A3C9A2A1000000001

Pause the game and type the
DFD8BC7E00000001

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DFD8BC7E00000001

Pause the game and type the
DFD8BC7E00000001

! NIGHTMARE CREATURES 2

Restore Health

Press and hold **⬅**, **⬆**, **⬇** during gameplay to get yourself through this one.

! PENPEN TRICELON

PC Wallpaper

Put the *PenPen Tricelcon* CD into your computer's CD-Rom drive. There will be two files named wallpaper1 and wallpaper2.

GAMESHARK CODES

P1 Play As Hanamizu

8563BBF700000004

! PLASMA SWORD

Play as Evil Gamof

Highlight Gamof and press **START** + **⬆**

Play as Kaede

Highlight Rain and press **⬇**, **⬅**, **⬆**, **⬇**

Play as Rai-On

Highlight Byakko and press **⬇**, **⬅**, **⬆**, **⬇**, **⬅**, **⬆**, **⬇**

GAMESHARK CODES

Infinite Health P1

51E764000000000008

Low Health P1

51E764000000000000

50% Health P1

51E464000000000000

Infinite Health P2

F8B985D30000000000

Low Health P2

F8B985D30000000000

50% Health P2

F8B8A5D30000000000

Infinite Power P1

E327095D0000000090

No Power P1

E327095D0000000000

! POWER STONE

GAMESHARK CODES

P1 Play As Valgas

5DD76E930000000009

Infinite Health P1

E807013700000000F0

Low Health P1

E80401370070503F

50% Health P1

E80701370000000000

50% Health P2

E80401370070503F

Infinite Health P2

E80701370000000078

Low Health P2

7E25CAC400000000F0

Play as Good Emelio

7E26CAC40070503F

50% Health P2

7E25CAC40000000000

Have All Stones P1

36813DE40000000707

Have No Stones P1

36813DE40000000000

Have All Stones P2

A54348570000000707

Have No Stones P2

A54348570000000000

Infinite Power Up Energy P1

28277AE6000000938

No Power Up Energy P1

28277AE60000000000

50% Power Up Energy P1

28277AE600704F66

Infinite Power Up Energy P2

9A681331000000938

No Power Up Energy P2

9A6813310000000000

50% Power Up Energy P2

9A6B133100704F66

Infinite Health P2

9A68133100000049C

! PSYCHIC FORCE 2012

Bonus Images

Put the CD into your computer's CDROM drive, and check the root directory for several cool BMP files.

Play As Wong

To play as Richard Wong, either beat Story Mode using each character, or accumulate more than six hours of game play.

Play As Burn

Unlock Richard Wong and Keith Evans, and then complete both Story and Arcade modes with each character (including Richard Wong and Keith Evans)

with the option set to two round victories.

Play as Evil Emelio

Either accumulate over 16 hours of gameplay, or play as Emelio 30 times. He is identical to Emelio, but his moves are a different color.

Play as Good Emelio

Either accumulate over 18 hours of gameplay, or play as Emelio 50 times.

Play as Keith

Either accumulate over twelve hours of gameplay, or beat arcade mode with all ten characters (minimum two round matches).

Play as Kiss

Either accumulate over twelve hours of gameplay or unlock Un and successfully complete arcade mode with each character.

Play as Uon (US version)

Either accumulate over eight hours of gameplay, or complete Story Mode with each character.

GAMESHARK CODES

Infinite Health P1

B14E2FE8000003E8

Infinite Health P2

323931210000003E8

! PUUYO PUUYO 4

Desktop Wallpaper

Put the game disc into your computer's cdrom drive. The file named "Omaka" is a game poster for your desktop.

Play as Carbuncle or Doppie Arru

Beat the Story Mode. After the credits roll, skip the ranking screen, and then go to either Free Play or Versus Mode. Hold **⬇** and press **⬆**.

Play as Dopey

After you complete Quest mode, pause the game at the ranking screen. Hold **⬇** next to Satan and to get Dopey.

! OUJAKE & ARENA

Game Cheats

Beat the Game (on any setting). Save your game on your VMU, and a mini game will appear on your VMU. Each time you beat the mini-game, you'll be rewarded with a brand new cheat. Beat the mini game once on each skill level to unlock all cheats.

! RAINBOW 6

Avatar God Mode

Press the Analog stick Up+D-pad Down+A while playing the game to make just yourself invincible.

Team God Mode

Press the Analog stick Left+D-pad Down+A while playing the game to make your team invincible.

! REVOLT

All cars

Enter "CARTOON" as your name.

All tracks

Enter "TRACTION" as your name.

Cycle through weapons

Enter **YOY** as your name. Press **⬇** + **⬆** to change weapons.

Edit Progress Table

Type "GOATY" as your name.

Enable UFO

Enter **YUEFO** as your name.

Upside down track

To turn the track upside down, hit **⬇** + **⬆** + **⬆** at the selection screen.

GAMESHARK CODES

Infinite Tries P1

3401265E0000000003

! NBA SHOWTIME

Cheat Codes
TURBO, SHOOT and **PASS** at the "Tonight's Match-Up" screen to enable the corresponding code. (The number indicates how many times each button is pushed.) After pressing the buttons, push the D-pad in the indicated direction to activate the cheat.

Example: To play ABA ball (code 2-3-2), press **TURBO, Shoot, Shoot, Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass, ⬇**.

Cheat

ABA ball

Alternate uniform

Big heads

Blizzard

Fog **

Home uniform

Hotspots

Midway uniform

Night fog **

No Goaltending

No hotspots *

No replays

No tip off

Rain

Show shot **

Snow **

Swamp fog **

Team uniform *

Thick fog *

Try plays

Tournament mode

Slow Hotspot

Infinite Turbo

Try Heads

Team Uniform

Swamp Fog

1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

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1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

Old man

Pinto horse

Referee

Shawn Liptak

Small alien

Tim Kitzrow

White horse

Will Morris

Wizard

Hidden Courts

After choosing your team and PIN numbers, hold one of the button combinations below until the game begins to play on the corresponding court.

Court

Island court

Midway court

NBC court

Team 1 (Left)

Team 2 (Right)

Sweet court

ABA ball

Alternate uniform

Big heads

Blizzard

Fog **

Home uniform

Hotspots

Midway uniform

Night fog **

No Goaltending

No hotspots *

No replays

No tip off

Rain

Show shot **

Snow **

Swamp fog **

Team uniform *

Thick fog *

Try plays

Tournament mode

Slow Hotspot

Infinite Turbo

Try Heads

Team Uniform

Swamp Fog

1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

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1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

1-2-3

Mike Lynch

Rob Ganson

Sal Divita

Tim Bryant

Tim Moran

Tim Kitzrow

White horse

Will Morris

Wizard

GAMESHARK CODES

Infinite Turbo P1

7E26CAC40070503F

Infinite Turbo P2

36892E170000000000

Infinite Turbo P3

76ADD952000042C8

Infinite Turbo P4

423215990000442C8

No Turbo P1

710DD9520



HOW TO ASSEMBLE YOUR OFFICIAL ODCM MINI CODEBOOK™!

You have the power...now find a stapler and a pair of scissors and get to work

Putting together your codebook is simple. First, just cut each page out along the dotted line. Keep the pages in the same order that they were in the magazine. Now fold them in the center (you may want to fold each sheet individually). Fold the pages so that the inside of the fold has an even number on the left, and a higher odd number on the right. Flip through the book to make sure the pages are all in the right order.

Now, you need to staple the center of the codebook. And sadly, your average Swingline just isn't going to reach the center where you want to put the staples. So what do you do? In a pinch, you can just staple the left edge

(fig. 1), straight through the side. This will reduce the margins inside the book, but it's probably the quickest and easiest solution.

The second strategy is to fold over one half of the book so that the stapler can reach the center (fig. 2). Unfortunately, this method ends up leaving half of your pages creased.

Finally, you can go out and drop \$40 on an extended reach stapler that can reach the center without folding any pages. OR you can head to a copy center like Kinko's, and ask to use their big extended reach stapler (fig.3). They probably won't even charge you for the staples, once they see how cool your codebook is.



Fig. 1.

This is the easiest way to assemble your codebook. Just put a couple of staples through the side, as close to the spine as you can. This makes the book a little harder to use, but it'll still work and look okay.

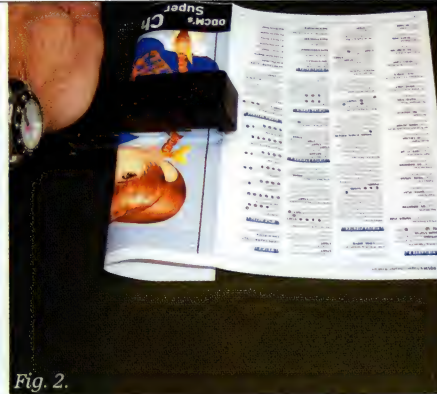


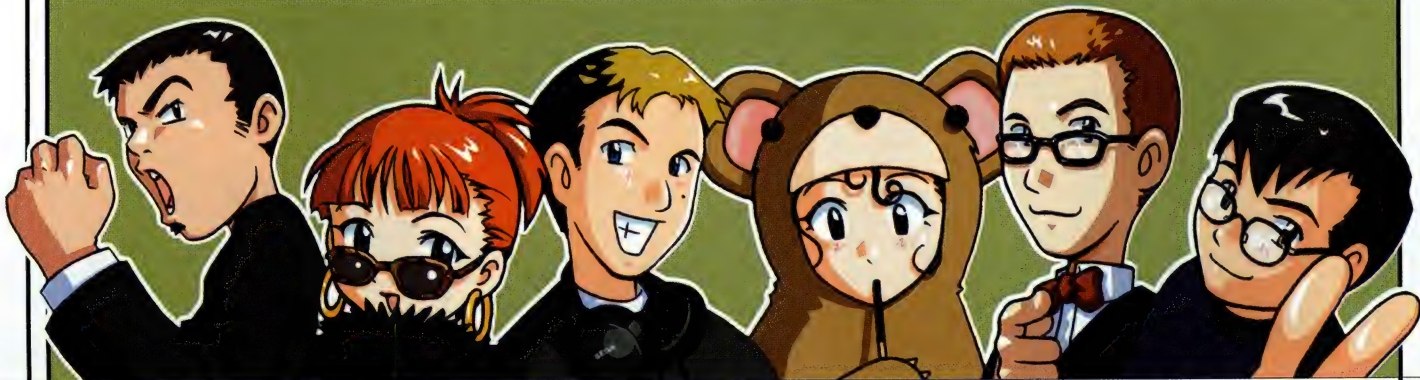
Fig. 2.

By folding over half of the pages, you can staple the book in the center of the spine like a magazine (this is called "saddlestitching, FYI), which looks and works great. Except that those pages tend to stay folded. Grr...



Fig. 3.

The ultimate solution is to find an extended reach stapler like this one, which can reach all the way to the middle of the spine for a neat look without bending any pages. You can find these staplers at most full service copy shops.



What if cigarette ads told the truth?



www.thetruth.com

©truth™



FORGET ALL THE HEALTH RISKS. If The
Beautiful People Do It, It Must Be Okay!

1.2 mg of "Hey, I'm addicted!" 200 mg of "I'm cool, right?" and 2000 mg
of "I'm livin' dangerously so I must be sexy."



Talk Back

The Official ODCM Interview

Welcome to TalkBack, the first in an occasional series of interviews with the movers and shakers that make the Dreamcast world so great. This time, we spoke with two members of the crack *Soul Reaver* team: Lead Programmer Marc David and Senior Designer Riley Cooper.

ODCM: *Soul Reaver* looked great. Can we expect to see many improvements in *SR2*, in terms of graphics?

Marc David: We've redone the graphics system quite a bit, and I think we've done an excellent job. The main improvement is in the amount of polygons that we're able to push on the *SR2* engine. We're rendering 50,000 polygons at 60 frames a second. This is a huge improvement over *SR1* on the Dreamcast (it rendered 10,000 [polys] per frame at best). This allows us to have more realistic and engaging environments. We've also redone the

special effects system, which is incredibly feature packed. I think you'll be really pleased when you see all the great effects it can achieve. Finally, I'd like to note that we've been able to do many more algorithmic effects, such as realtime IK and cloth simulation, to add a higher level of realism. Look for *Soul Reaver 2* to be a huge jump in quality from *Soul Reaver 1* on all fronts.

ODCM: What improvements can we expect to see in gameplay? Will puzzles be easier? Harder? What about all those blocks?

Riley Cooper: You can expect a lot of improvements in gameplay. For starters, the game will always be running at 60 frames per second on both the Dreamcast and the PS2. This will improve every aspect of the gameplay experience, but especially in combat—we can have more enemies onscreen at any given time. On top of that, we've also improved the AI so the fighting will be more fun overall.

Other great improvements in gameplay affect the puzzles. For example, we are being very careful not to put players in situations where it isn't clear what they need to do next. Also, in *SR1*, we were sometimes criticized for having too many block puzzles. So we've worked hard to introduce many new puzzle-related objects for Razeel to interact with throughout the game. This enables us to increase the complexity of the puzzles in the game, to keep up with the players' growing puzzle-solving ability.

ODCM: *Soul Reaver* ended in a cliff-hanger. Does *SR2* complete at least this chapter in the saga?

RC: That and much more. That chapter is addressed right away, and it opens into the heart of the *SR2* story—which involves time travel. In this game, Razeel travels throughout Nosgoth's history, uncovering for the fans more of Razeel and Kain's past.

ODCM: Without giving anything away, what can we expect from the story this time around?

RC: In addition to what we feel is one of the cooler videogame story endings ever, you can expect a much more full story throughout. It includes both back story elements that are communicated through murals, allowing the player to learn about them at their leisure, as well as more important elements of the story that directly guide Razeel's actions. Besides that, you should notice that every aspect of the game's design is driven by the story. *SR1* was story driven, but it had many aspects that were somewhat formulaic. This time around, just about everything that we're creating has been inspired by the story itself—which means that we've created a much more cohesive and original experience.



DRIVER A

- Greets colleagues with a firm self-confident handshake.
- Dated cheerleaders in high school.
- Has lipstick on underwear.
- Smokes after sex.

MSR

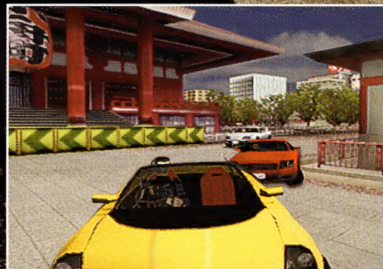
METROPOLIS STREET RACER

Welcome to Metropolis Street Racer where going fast isn't enough, you've gotta go fast and look good. MSR is the only racing game where you're judged on KUDOs (points based on style) as well as speed. MSR also features amazing recreations of real cities, London, Tokyo, and San Francisco, are shown in incredible detail, right down to the street signs and radio stations. So check out Metropolis Street Racer and see if you've got what it takes to maintain an image at 180 mph.



DRIVER B

- Offers a limp and clammy handshake that screams of self doubt.
- Wasn't allowed to date in high school.
- Has superheroes on underwear.
- Apologizes after sex.



Dreamcast

sega.com/msr

... SAN FRANCISCO ...

... LONDON ...

... TOKYO ...

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TAKING HELL TO
THE NEXT LEVEL.



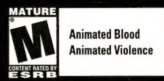
SPAWN

In The Demon's Hand



Todd McFarlane's blockbuster comic book characters come to life on Sega Dreamcast. Compete in the four-player simultaneous Battle Royal mode. Includes the original Arcade Mode and tournament style Dreamcast Mode. All your favorite characters from the Spawn series are faithfully recreated in the ultimate death match challenge.

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